

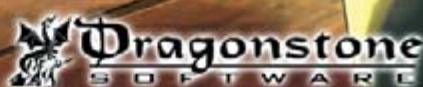
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Dragons Lair LLC



This game has received the following rating from the ESRB



DRAGON'S LAIR[®] 3D

Prima's Official Strategy Guide

Elizabeth M. Hollinger

Prima Games

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A History of Dragon's Lair

Dragon's Lair told the story of Dirk the Daring's quest to save the beautiful Princess Daphne from the fierce dragon, Singe. It combined old-fashioned storytelling with the latest in LaserDisc and animation technology. *Dragon's Lair* became the first interactive movie, setting the standard for both arcade and home games from the time of its release in 1983.

History of the Game

In early 1982, an engineer/programmer named Rick Dyer began developing *Dragon's Lair*. He employed writers, programmers, and storyboard artists to assemble a concept for Dirk the Daring, a magic castle, a dragon, and a princess. In October that year, Rick Dyer approached Don Bluth, Gary Goldman, and John Pomeroy of Don Bluth Productions to become partners in the creation of the game.

In June 1983, Cinematronics shipped the first *Dragon's Lair* coin-operated machines to arcades nationwide. The game was an instant hit, bringing in more than \$3 million in the first two weeks. In some areas of the United States, gamers lined up around the block to play the game.

Dragon's Lair introduced new technology, expanded the possibilities of video gaming, and boosted arcades out of a decline. It was the first coin-operated arcade machine to use LaserDisc technology, and it proved that theater-class animation was compatible with the aims of the still-fledgling video game industry.

At the time, games such as Pac-Man and Pole Position were state of the art.

Dragon's Lair also proved, to the amazement of arcade owners and industry pundits, that gamers were more than willing to plunk down 50 cents a game to play.

At the time, the standard cost of an arcade game was 25 cents.

Dragon's Lair succeeded because it offered a gamer the opportunity to star in a Hollywood-quality cartoon.

It was also humorous. Its touches of the absurd appealed to gamers of all

ages. It was almost as much fun to watch as it was to play—and given the multitude of ways Dirk could perish in his quest, it was as much fun to lose as it was to win.

The game consisted of 22 minutes of short animated scenes structured around a flowchart-style plot. Every few seconds, a flashing screen signaled that the player had to make a decision that, if wrong, could end the game.

For example, Dirk might enter a room and spot a suspicious-looking potion. Should he drink it or ignore it? If the gamer elected to drink it, Dirk turned into a statue of salt and dissolved. Ignoring the potion allowed the gamer to continue playing, at least until the next choice came along.

The game used a standard arcade joystick to move Dirk forward, back, left, or right. A button issued the command for Dirk to attack something with his trusty sword.

Both animation and narrative offered clues to the correct move, but success depended on experience, a good memory, and fast reflexes. An Associated Press article at the time reported that some players taped dollar bills to the machine to indicate they intended to play multiple games. A player might get through the entire game on 50 cents, but only after spending many times that amount on trial-and-error learning.

The success of *Dragon's Lair* was not limited to the arcade. It became a children's animated cartoon and appeared as a wide variety of licensed merchandise. It is also among the few games to appear on almost every home-based video game system, from the Coleco Adam to the Xbox and PlayStation2.



Timeline

- 1983:** *Dragon's Lair* debuts to long arcade lines and critical acclaim.
- 1984:** *Dragon's Lair* released for the Coleco Adam (cartridge).
- 1987:** *Dragon's Lair* released for the Commodore 64 (cassette).
Dragon's Lair: Escape from Singe's Castle released for the Commodore 64 (floppy disk).
- 1989:** *Dragon's Lair* released for the Commodore Amiga (floppy disk).
Dragon's Lair: Escape from Singe's Castle released for the Commodore Amiga (floppy disk).
- 1990:** *Dragon's Lair* released for Macintosh Plus/SE (floppy disk).
Dragon's Lair released for the Nintendo NES.
Dragon's Lair released for the Nintendo Game Boy.
Dragon's Lair released for the Atari ST.
- 1991:** *Dragon's Lair* released for the PC (floppy disk).
Dragon's Lair: Escape from Singe's Castle released for the PC (floppy disk).
- 1992:** *Dragon's Lair: Escape from Singe's Castle* released for Macintosh II and LC (floppy disk).
Dragon's Lair: The Curse of Mordroc released for the PC (floppy disk).
Dragon's Lair: The Curse of Mordred for Macintosh II and LC (floppy disk).
Dragon's Lair released for Nintendo Super NES.
- 1993:** *Dragon's Lair* released for Sega CD (CD).
Dragon's Lair released for the PC on CD-ROM.
Dragon's Lair released for 3DO (CD).
- 1994:** *Dragon's Lair* released for the Mac on CD-ROM.
Dragon's Lair released for CD-I (CD).
- 1995:** *Dragon's Lair* released for Atari Jaguar.
- 1997:** *Dragon's Lair Deluxe Pack* released for the PC (CD-ROM).
Dragon's Lair released on DVD-ROM for PCs.
- 1998:** *Dragon's Lair DVD-Video* released for home DVD players.
- 2000:** *Dragon's Lair* released for Nintendo Game Boy Color.
- 2001:** *Dragon's Lair Arcade Authentic* released for the PC (CD-ROM).
- 2002:** *Dragon's Lair 3D* released for PlayStation2, GameCube, Xbox, PC and Mac (CD).

(Source: www.DragonsLair3D.com)

Dragon's Lair: From 2D to 3D

The *Dragon's Lair* translation from a two-dimensional LaserDisc-based game to a 3D environment incorporated many elements from the original game.

This table shows which elements or rooms were kept in the 3D version (and what they're called), and which elements were discarded.

Elements in the Original and 3D Versions

Original Game	3D Game
Drawbridge	Outside the Castle
End of Corridor	Entrance
Tentacles from Ceiling	Not Used
Snake Room	Not Used
Swinging Ropes of Fire	Pits and Perils
Pool of Water	Castle Sewers
Bubbling Ooze in Kettle	Not Used
The Goons	Spiral Stairs
Sliding Stairs	Sewer Depths
The Smithee	The Master Smithee
Giant Spinning Batons	The Grim Reaper
Closing Wall	The Main Hall
Room of Fire	Pits and Perils
Metallic Flying Horse	Not Used
Checkered Floor Knight	The Robot Knight
Haunted Hallway	Hall of Skulls
Large Wooden Platforms	Not Used
Bats	Spiral Stairs
The Lizard King	The Lizard King
Drink Me	The Main Hall
Checkerboard Corridor	Not Used
Metallic Ball	Not Used
Whirlpools/Rapids	Not Used
Lava Field of the Mudmen	Lava Domain
Phantom Knight	Not Used
Rolling Balls	Rolling Balls
Falling Platform	Bells and Ropes
Wind Room	The Main Hall
The Round Cage	Not Used
The Dragon's Lair	The Dragon's Lair

Biographies of the Creators

Don Bluth

Producer/Director

Don Bluth is admired in the animation industry for his versatility and his creative talent in bringing memorable characters to life. He designs the characters, serves as key storyboard artist, and sometimes write songs to accompany his lively characters. He also writes or collaborates on most of the scripts for his projects.

Born into a family of seven children in El Paso, Texas, Bluth grew up on a farm in Payson, Utah, in a highly creative environment. He says he found his calling when he watched the movie *Snow White and the Seven Dwarfs*.

Bluth was an artist from the age of six. It soon became his dream to work for Walt Disney Studios and to bring his drawings to life.

In 1954, his father moved the family to Santa Monica, California. Upon graduation from high school, Bluth took a portfolio of his drawings to the Disney studio in Burbank and landed a job in the animation department as an "in-betweenner"—the artist who creates the drawings between the animator's key drawings to complete a movement.

Bluth worked with Disney from 1955 through 1956 on the classic motion picture *Sleeping Beauty*.

After a year, he left Disney and spent the next two and a half years as a Mormon missionary in Argentina. Upon his return, he enrolled at Brigham Young University and studied English literature, working for Disney during the summers.

With his education completed, Don Bluth and his brother, Toby, started a live theater in Santa Monica, where they produced and directed popular musical comedies. This venture lasted three years,

after which Bluth decided to commit to a career in animation.

His first re-entry job was as a layout artist for Fimation Studios, a television production company. He designed and drew backgrounds and created character poses for the animators. Bluth was adept and was soon promoted to the head of the department, a post he held for three years.

In 1971, Bluth returned to Disney as an animator and skyrocketed to the top of the field. He started as an animator on the feature film *Robin Hood* (1973), quickly rising to directing animator on *Winnie the Pooh and Tigger Too!* (1974) and *The Rescuers* (1976). He directed the animation on *Pete's Dragon* (1977), then both produced and directed *The Small One* (1978).

Bluth was inspired by Disney's classics and wanted to restore that quality to animated films, so he began a project in his garage with two fellow Disney animators.

Banjo, the Woodpile Cat, began production in March 1975. For the next four and a half years, the trio worked nights and weekends to finish the project while maintaining their day jobs at Disney.

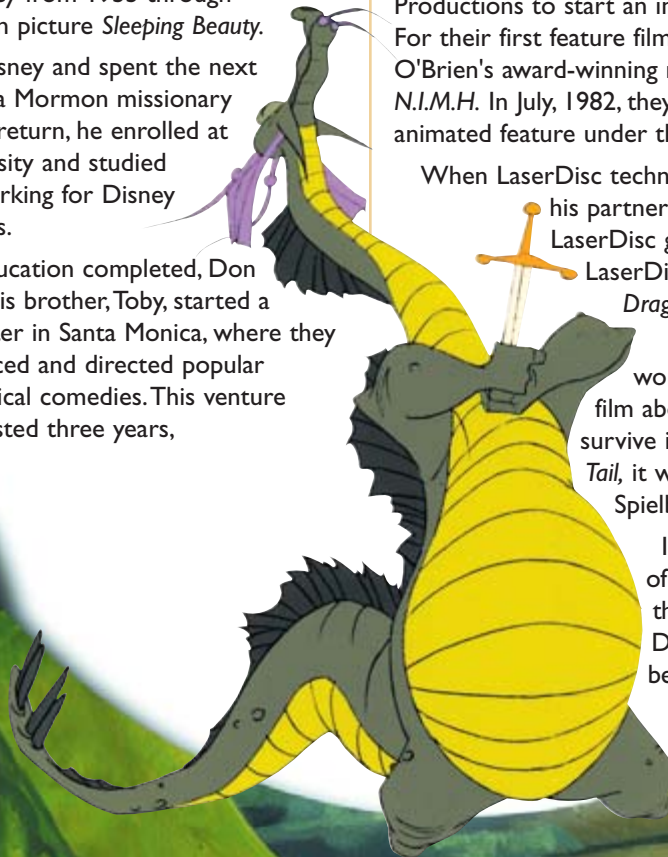
In early 1979, film industry businessmen approached the three and offered to finance a feature film. *Banjo* served as an excellent portfolio, demonstrating that they could create a classical look.

In September 1979, the trio resigned from Walt Disney Productions to start an independent production company. For their first feature film, they selected Robert C. O'Brien's award-winning novel *Mrs. Frisby and the Rats of N.I.M.H.* In July, 1982, they released their first non-Disney animated feature under the title *The Secret of NIMH*.

When LaserDisc technology arrived in 1983, Bluth and his partners created the first interactive LaserDisc game, *Dragon's Lair*. Two additional LaserDisc games followed: *Space Ace* and *Dragon's Lair II: Time Warp*.

In December, 1984, they began work on the acclaimed family feature film about a young mouse's struggle to survive in a new land. Titled *An American Tail*, it was a collaboration with Steven Spielberg.

In November, 1986, at the invitation of the Irish government, they moved their studio and its employees to Dublin, Ireland. Their studio grew to be the largest in Europe.



The Land Before Time, the group's third feature film, was the first production done entirely in Ireland. It was released by Universal Pictures in 1988, and its opening weekend gross set a record for animated films.

Subsequent works included *All Dogs Go to Heaven* (1989), *Rock-A-Doodle* (1990), *Thumbelina* (1993), and *A Troll in Central Park* (1994).

In September 1994, Bluth returned from Ireland to head Fox Animation Studio in Phoenix, where he shared creative leadership with Gary Goldman through June 2000. During those years the duo produced and directed the animated musical *Anastasia* (1997), which received two Oscar nominations; the direct-to-video musical *Bartok the Magnificent* (1999); and the animated space opera *Titan A.E.* (2000), now on video and DVD.

In early 1999, Bluth co-founded Dragon's Lair LLC in order to produce a 3D version of *Dragon's Lair* that would give the player total control of Dirk the Daring.

Bluth has since returned to independent filmmaking with Goldman. Their Phoenix-based company, Don Bluth Films, Inc., has begun pre-production work on *Dragon's Lair* the movie.

They intend to communicate with their readers through a Web site—www.donbluth.com—and plan to expand the site to offer animation education and sell animation artwork.

Bluth has been an active member of the Academy of Motion Picture Arts and Sciences since 1976.

(Source: www.DragonsLair3D.com)

Rick Dyer

President and CEO, Dragon's Lair LLC

**Chairman of the Board,
Dragonstone Software**

Rick Dyer has been a leading developer in the interactive game industry for more than 20 years—much longer than most of his contemporaries.

He co-created *Dragon's Lair* in 1983, the world's first full-animation video game and one of only three games on display at the Smithsonian Institution, the other two being *Pong* and *Pac-Man*. More than a quarter of a billion people worldwide have played *Dragon's Lair*.

Dyer also co-created *Space Ace*, an animated adventure that still enjoys strong sales after more than 14 years on the market.

In 1987, he developed Powercise, a line of talking robotic fitness machines. Fluent in English, French, German, Japanese, and other languages, these electronic instructors were extremely popular in North America, Europe, and Japan.

Dyer created Sega's *Hologram Time Traveler*, the first holographic video game, in 1991. Known for its 3D characters, the game has grossed \$18 million since its release.

Dyer has been an inventor and tinkerer since childhood. Among his early inventions was a talking cuckoo clock for his mother that gave the time, date, and a philosophical quote on the hour. As a young man, he rigged his car with a computer that politely asked his date by name if she liked the music or wanted a change.

Dyer was an entrepreneur, even as a student. While working at Hughes Electronics—as their first non-degreed engineer—Dyer created a prototype for an electronic horse racing game that caught the eye of giant toy company Mattel. Mattel hired Dyer immediately after he graduated from the California Polytechnic University in Pomona.

With his own company, Dyer developed more than half of the handheld video games manufactured in the early 1980s, including portable versions of *Space Invaders*, *Pac-Man*, and *Defender*.

Dyer has long been an innovator. As president and CEO of RDI Video Systems, he created Halcyon, the first CD-ROM video game system, and an interactive football game for the system.

His games were known to music fans as well as gamers: "Where Do We Go from Here?"—the title track to his game *Shadoan*—broke into the music charts on Gavin's Top 40.

Rick Dyer co-founded Dragon's Lair LLC and Dragonstone Software in 1999.

(Source: www.DragonsLair3D.com)

Gary Goldman

Producer/Director

When Gary Goldman met Don Bluth at Walt Disney Studios in 1972, they became friends, recognizing their shared desire to preserve the heritage of classical animation. Their friendship became a creative partnership that has lasted more than 29 years.

Born in Oakland and raised in Watsonville, California, Goldman studied piano and enjoyed model-making and drawing as a youth.

He served in the U.S. Air Force (1962-1967) as an electronics technician before receiving an associate of arts degree from Cabrillo College near Santa Cruz, California. In December, 1971, he graduated with a bachelor's degree in fine arts from the University of Hawaii.

In early 1972, Goldman joined Walt Disney Productions as an animator. His first assignment was as an "in-betweenner," working with the legendary Disney animator Frank Thomas on the film *Robin Hood* (1973).



He then worked alongside Bluth as an animator on *Winnie the Pooh and Tigger Too!* (1974) and *The Rescuers* (1976) before serving as directing animator on *Pete's Dragon* (1977) and *The Small One* (1978).

Hoping to prepare for leadership assignments within the Disney organization, Goldman and Bluth began to probe every aspect of animated production. Goldman co-produced the classically animated television special *Banjo, the Woodpile Cat* in Bluth's garage.

It took four and a half years, working nights and weekends, to produce the special, but it won a National Film Advisory Board award for excellence and a Golden Scroll Award from the Academy of Science Fiction, Fantasy and Horror Films.

Goldman, Bluth, and Pomeroy adapted their techniques to Disney projects, but eventually, divided by disagreements over story and production values, all three resigned from Walt Disney Productions to establish themselves independently.

Their feature film *The Secret of NIMH* (1982) won the Saturn Award for Best Animated Feature from the Science Fiction, Fantasy and Horror Film Academy. Their follow-up effort, *An American Tail* (1986), was the highest-grossing animated film of its time, ushering in a new era for full-length animated features.

The film's theme song, "Somewhere Out There," also received two Grammy Awards and an Oscar nomination for Best Original Song.

Goldman was producer on the animated LaserDisc interactive video games *Dragon's Lair* (1983) and *Space Ace* (1983). *Dragon's Lair* received the Inkpot Award for the first interactive LaserDisc arcade game and an Arkie Award for the best arcade audio/visuals.

Dragon's Lair has been released on 16 platforms for home entertainment, and stayed in the top 10 in sales through 1999—15 years after its first release as a video game. As further evidence of its enduring appeal, the title will be available in 2002 as a 3D game

for PCs, Macs, Sony PlayStation2, Nintendo's GameCube, and Microsoft's Xbox.

In August 1994, Goldman returned from Ireland to head the Fox Animation Studio in Phoenix. He shared the creative leadership with Don Bluth, producing *Anastasia* (1997), *Bartok the Magnificent* (1999), and *Titan A.E.* (2000).

In 1999, Goldman co-founded Dragon's Lair LLC. The new company was formed to develop new 3D games, starting with a revamp of the hit game *Dragon's Lair*.

Goldman and Bluth have since re-established their independence with their new production company, Don Bluth Films, Inc., in Phoenix. In addition to preparing for production of *Dragon's Lair* as a feature film, they are developing several feature film concepts and short stories for a direct-to-video library.

Gary Goldman has been a member of the Academy of Motion Picture Arts and Sciences since 1976.

(Source: www.DragonsLair3D.com)

Christopher Stone

Composer

Classically trained in the European musical tradition, Christopher Stone studied with Nadia Boulanger in Paris and completed his education in Vienna at the Hochschule für Musik und Darstellende Kunst.

Stone has a solid core of experience and wide respect in the film and television community. He's won five ASCAP Awards for most-performed television scores and the 1996 ASCAP award for the most-performed television theme, and has been composer for more than 20 feature films.

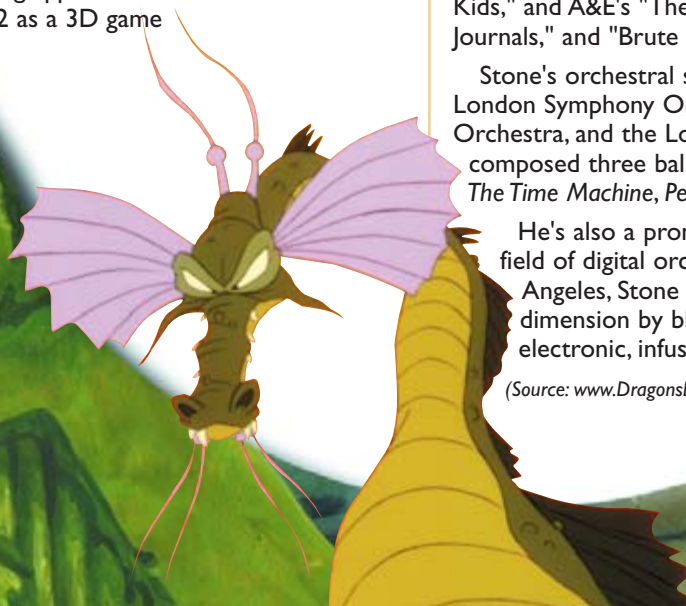
He has worked on numerous Emmy, Cable/Ace, and Clío award-winning productions, including *World War II Remembered*.

His feature film credits include John Landis's *The Stupids*, *Phantasm II, III and IV*, *The Secret of My Success*, *The Password Is Courage*, and *Terminal Force*. His television credits include CBS's "Walker, Texas Ranger," Disney's "Honey, I Shrunk the Kids," and A&E's "The Revolutionary War," "Civil War Journals," and "Brute Force."

Stone's orchestral scores have been recorded by the London Symphony Orchestra, the Zagreb National Orchestra, and the Los Angeles Philharmonic. He has composed three ballets for the Bethune Theatre-dance: *The Time Machine*, *Perelandra*, and *Bird of Passage*.

He's also a prominent figure in the swiftly growing field of digital orchestral synthesis. At his studio in Los Angeles, Stone gives his compositions an added dimension by blending the orchestral and the electronic, infusing his work with warmth and drama.

(Source: www.DragonsLair3D.com)



How to Play the Game

Dragon's Lair 3D is an action-adventure game developed for play on a wide variety of platforms, from the PC to the latest-generation video game consoles (Nintendo GameCube, Sony PlayStation2 and Microsoft Xbox). The controls are simple and easy to learn.

The Basics

The Action Button

Use the Action button to get Dirk to perform most actions, from using a key to attacking with his sword or crossbow. The action he performs when you press this button depends on Dirk's situation.

Pressed when Dirk is empty-handed, the Action button lets him interact with items throughout the game. An exclamation point (!) symbol appears over Dirk's head when he encounters an item with which he can interact. Press Action to have Dirk pick up objects, use keys, and perform similar tasks.



When an exclamation point appears over Dirk's head, press the Action button, and Dirk interacts with an item.

If Dirk has his sword equipped when you press Action, he performs a right-to-left sword slash. If you continue pressing Action button, Dirk alternates between a right-to-left sword slash and a left-to-right slash. To get Dirk to perform an overhead slash, press Action while he's jumping.



Dirk performs his standard sword attack.



Press the Action button while he's jumping to deliver the more forceful overhead slash.

After Dirk obtains the Dragon Ring of Power, he can charge his sword and perform a Whirlwind attack. Hold down the Action button until Dirk's sword flashes. How long you hold down the button, coupled with your mana supply, determines the power of the attack.



Dirk charges his sword for a Whirlwind attack.



The Whirlwind attack releases a shockwave.

When Dirk has his crossbow equipped, pressing Action fires arrows. There is a pause between crossbow attacks, while Dirk reloads the weapon.



Dirk attacks a Cyclops Worm with his crossbow.



Movement

On the Nintendo GameCube, Sony PlayStation2, and Microsoft Xbox, or on the PC using a joystick, the analog stick controls Dirk's movement. Lightly press on the stick to make Dirk walk slowly. Press it down all the way to make him jog.

Use the analog stick with the Walk or Run buttons to slow or speed up his movement.

When Dirk auto-targets an enemy, he sidesteps or backs up in such a way that he faces the targeted item. If you're fleeing or need Dirk to move normally, turn off auto-targeting.



Auto-targeting makes it easier for Dirk to block projectile attacks and fire on enemies with his crossbow. Don't use it in narrow walkways or other areas requiring subtle control.

Jump

Pressing the Jump button causes Dirk to leap into the air. If you want him to jump straight up, leave the analog stick centered. To get Dirk to jump in a specific direction, press Jump while pushing the analog stick in the desired direction.



Dirk jumps over gaps with the greatest of ease.



Dirk pulls himself up on a ledge.

The Jump button activates the Dragon's Wing essence. When Dirk equips the Dragon's Wing and you press Jump a second time while Dirk is in the air, he glides. He glides as long as you hold down the Jump button and he has enough mana. When you release the Jump button or he runs out of mana, Dirk falls to the ground.

Dirk cannot jump while he is crouching, sneaking, or in mid-roll.



Dirk glides across an open expanse.



Use the Dragon's Wing to help break long falls.

Crouching and Sneaking



Dirk sneaks down the hallway, hoping to avoid enemies.

When you press the Crouch button, Dirk does a deep knee-bend. When you add movement, Dirk sneaks in the direction you push.

Rolling



One way to avoid a peril is to roll under it.

Dirk can roll under low objects and dodge traps if you press the Run button while Dirk is sneaking or crouching. You'll be amazed how much danger Dirk can avoid by rolling under it.

Auto-Target

Pressing the Auto-Target button makes Dirk lock on to the nearest enemy target. Auto-targeting makes it easier to track flying enemies, aim the crossbow, and block projectile attacks.

When using auto-targeting in a battle with multiple enemies, change targets by pressing Auto-Target until it centers on the enemy you want to battle. To disengage auto-targeting, press Auto-Target and Down at the same time.



Dirk auto-targets an enemy for destruction.

When there are no enemies in target range, Auto-Target moves the camera behind Dirk's head. Holding Auto-Target locks the camera behind Dirk's head until you release the button. This allows you to sidestep around corners.

Climbing Ropes

Dirk encounters both swinging and stationary ropes in Mordroc's Castle. Dirk automatically grabs a rope if he jumps close enough to one.

On a stationary rope, Dirk can climb up and down, swivel around the rope, and jump to other ropes in the vicinity or off the rope to the ground.

Press Up and Down to make Dirk climb up and down on the rope. Pressing Left and Right makes Dirk swivel around the rope. Use these commands when lining up Dirk to jump from one rope to another.



Swivel the camera to the side while jumping from swinging rope to swinging rope to help you gauge the timing.

On a swinging rope, Dirk can jump forward to another rope or to the ground.

Weapons and Attacks

Dirk has two main weapons in *Dragon's Lair 3D*: a sword and a crossbow. He discovers items and ammunition to augment his weapons and increase the power of their attacks. For example, the Dragon's Flame imbues Dirk's sword with the power of fire.

The following section explains the attacks that Dirk can perform with his weapons.

Standard Sword Attacks

Side-to-Side Sword Attacks

Damage	1 HP per strike; 2HP with Dragon's Flame equipped
---------------	---

Requirements	None
---------------------	------

Operation	Action button
------------------	---------------

Overhead Sword Attack

Damage	2 HP per strike; 4 HP with Dragon's Flame equipped
---------------	--

Requirements	None
---------------------	------

Operation	Action button (while jumping)
------------------	-------------------------------

Whirlwind Sword Attack

Damage	3 HP/strike with one-second charge 4 HP/strike with two-second charge
---------------	--

Requirements	Dragon's Ring of Power; mana
---------------------	------------------------------

Operation	Hold down Action for a minimum of one second, then release.
------------------	---

Flame Whirlwind Sword Attack

Damage	6 HP/strike with one-second charge 8 HP/strike with two-second charge
---------------	--

Requirements	Dragon's Flame; mana
---------------------	----------------------

Operation	Hold down Action for a minimum of one second, then release.
------------------	---

Crossbow Attacks

Dirk must replenish his crossbow ammo supply during the game. To fire an arrow, aim at an object and press Action. Unlike other weapons, the crossbow requires reloading time between uses.

Steel Arrow Crossbow

Damage 1 HP

Requirements Steel Arrows

Fire Arrow Crossbow

Damage 2 HP

Requirements Fire Arrows

Magic Arrow Crossbow

Damage Instant kill

Requirements Magic Arrow (can carry one at a time)

Items

Dirk picks up many items in his trip through Mordroc's Castle. This section details the most important of these.

Keys



Some castle doors are locked, and Dirk must find the key to unlock them. When Dirk finds the appropriate key, he adds it to his inventory until he needs it to unlock its door.



You can't miss the sparkling aura of a key.

Arrows

Dirk can pick up three types of arrows for his inventory: Steel Arrows, Fire Arrows, and Magic Arrows. Each has a different effect on an enemy. Arrows are in the open, hidden inside barrels, and dropped by enemies. You can only find arrows that you have already won the use of.



Treasure

Four types of treasure are available for Dirk to collect throughout the game: Bags of Gold, Goblets, Diamonds, and Crowns. The game has 100 pieces of treasure, and you're awarded new game modes upon completion of a game based on how many pieces of treasure you found. Your running treasure tally is displayed on the inventory screen as a number next to the corresponding treasure icon.

At the start of each game level, check the inventory screen to see how many pieces and what kind of treasures are in that section. Some treasures are easier to find than others. For example, Bags of Gold are in the open. Crowns and Diamonds are in secret areas or out-of-the-way niches.



The treasure screen keeps you up-to-date on your progress.

Health and Mana Potions

Health and Mana potions are throughout the castle, all at the same height on platforms or tables for Dirk to pick up. He automatically places them in his backpack for use at your discretion.



It takes time for Dirk to uncork and drink a potion, so plan for that during battles.

Health Potions are red and restore part of Dirk's health bar. Mana Potions are blue and restore part of Dirk's mana bar.

Health and Mana Orbs



Health Orbs are created about 70 percent of the time when Dirk kills a creature. When Dirk touches them, they restore part of his health or mana. Health Orbs are red and Mana Orbs are blue.

Health Orbs are the most common method of keeping up Dirk's strength.

Heart Containers



Ten Heart Containers are throughout the castle. When Dirk picks up a Heart Container, his health capacity increases. Each Heart Container is shown as a heart floating above a special stand.



Heart Containers are in out-of-the-way places.

Mana Containers



Ten Mana Containers are throughout the castle. When Dirk picks up a Mana Container, his mana capacity increases. Each Mana Container is shown as a blue orb floating above a special stand.



Mana is a hot commodity. Look for these shining blue stands as you proceed through the adventure.

Mana Cells and Cradles

Mana Cells are magical batteries, and Mana Cell cradles are receptacles for them. Dirk can pick them up and carry them to the cradle. When he places a Mana Cell in a cradle, it activates a magical effect.



When you see an empty cradle, a Mana Cell is coming up.

Some levels have barriers Dirk can remove only by a Mana Cell cradle's magic. These items function as keys, letting Dirk pass through the level.

Essences

Dragon Essences are six special items found throughout the game, at the end of Boss battles. Dirk must pick up these objects to complete a level and acquire important special abilities.

When Dirk collects a Dragon Essence, he can use that ability by selecting it through the Amulet screen or using the assigned Essence Selection key. The essences require mana to operate.



Dragon Essences are given to Dirk as a reward for defeating the Boss at the end of a level.

Dragon's Ring of Power



This object is a golden ring Dirk wins by defeating the Robot Knight. This item embeds itself in the Amulet and grants Dirk the ability to use the Whirlwind sword attack. The ring also allows Dirk to start collecting mana and Dragon Essences.



Dragon's Wing

This essence is in the Deathly Discs II level after Dirk defeats the Bat King and completes a puzzle. When Dirk jumps and holds the Jump button while he equips this essence, he floats slowly down instead of falling. This ability uses mana only while Dirk is floating.



Dragon's Spirit

Dirk gets this essence after defeating the Crypt King. It is in the tomb area of the Crypt King's lair. The Dragon's Spirit replenishes Dirk's health.

The mana used to replenish his health is not matched point for point, however. Dirk gets fewer health points than the essence uses in mana points. This is an expensive way to recover health points!



Dragon's Eye



Dirk acquires this essence in the Castle Sewers after defeating the Cyclops Worm King. It gives Dirk enhanced vision, allowing him to see objects and creatures that would normally be invisible.

The Dragon's Eye makes visible any hidden enemies or objects in the area. Dirk uses it to find secret doors, such as the entrance to the Lizard King's level.

When equipped, it uses a steady stream of mana.

Dragon's Scale

This essence is obtained when Dirk defeats Hollow. It makes Dirk temporarily fire-resistant, so he can survive a drop into the lava pit in the Impossible Room.

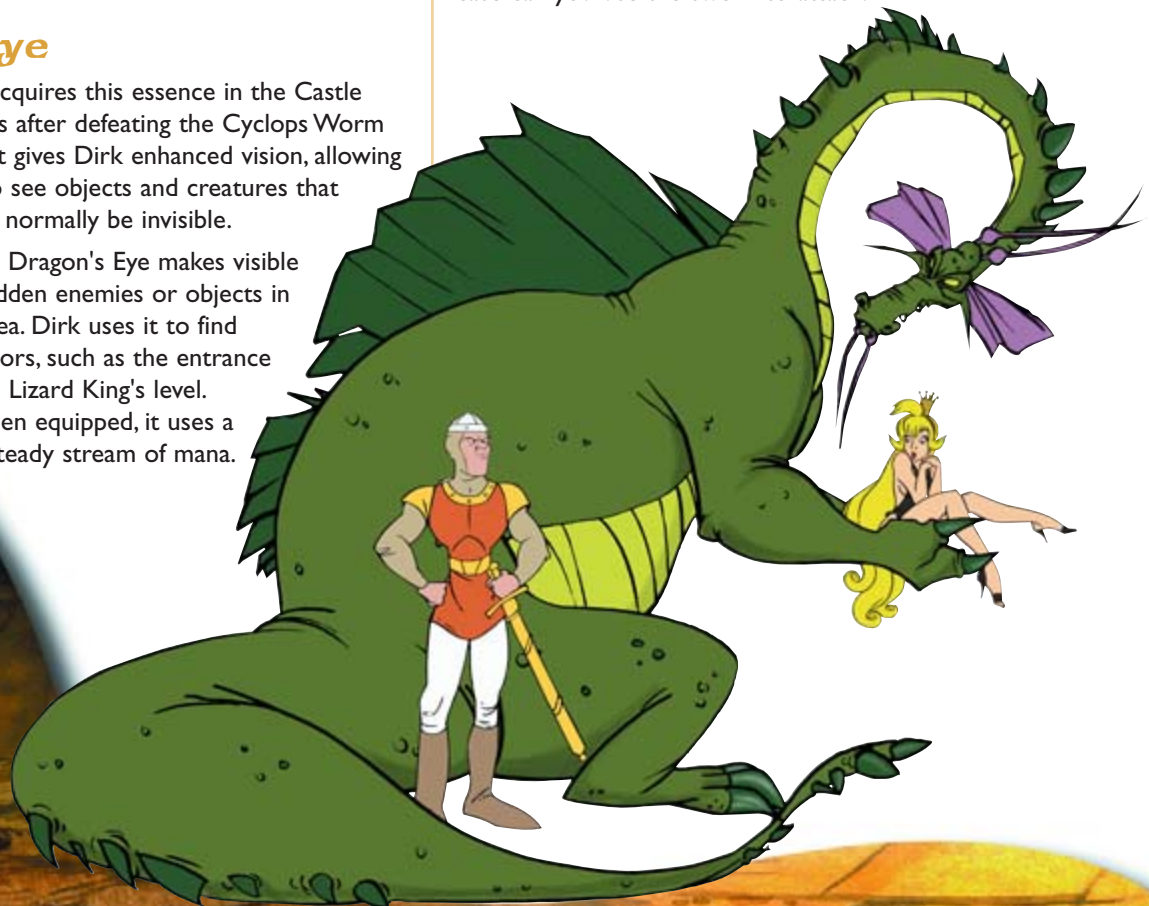
The essence does not protect him from direct contact with lava or any other super-heated material, however. While equipped, the Dragon's Scale uses a steady stream of mana.



Dragon's Flame

This essence is in the Armory after Dirk defeats the Master Smithee. It imbues Dirk's sword with a magical fire, increasing its power and giving it special abilities. Dirk can light any burnable objects (such as torches) by touching them with the flaming sword.

When switched on, the sword also illuminates a small area. When the Dragon's Flame is active, it uses a steady stream of mana. If your mana bar is below one-third, you can use the flaming sword only for fire or light; if it's below one-fourth, you can use the sword only for light. In neither case can you use the sword to attack.



Part 1: A Quest Begins

Oh no! The Princess Daphne has been kidnapped by the monstrous dragon, Singe, and our hero, Dirk the Daring, has no choice but to rescue her. It's in his contract as a knight.

Singe is hiding in Mordroc's Castle, a spooky place of strange monsters and dastardly traps. It's a good thing that Daphne can keep in touch with Dirk through the Amulet and give him inside information.

Outside the Castle

The first couple of levels are set up to teach you the basics. As you scale the mountain to the castle's entrance, you learn how to climb ladders, pull yourself up ledges, and jump long distances. Mastering these skills makes your quest to find Daphne easier.



Map of Outside the Castle

Monsters

Cyclops Worm

Treasures

None

Daphne speaks to you through the Amulet, guiding you to her prison and helping you through tricky situations. If you miss a message, you can scroll through all Daphne's past messages on the Amulet screen from the Pause menu. This comes in handy if you forget any hints or instructions.



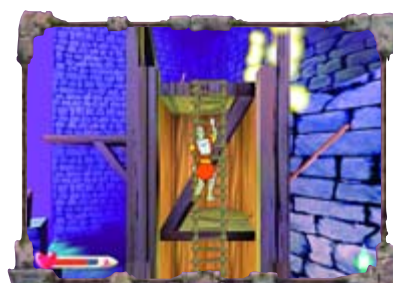
Watch out for falling rocks as you make your way along the lower path around the mountain. You don't want to get smashed before you even enter the castle.



At the end of the path, jump up and pull yourself to the top of the ledge.



The next segment of the mountain path teaches you how to jump across both level gaps and gaps where the opposite ledge is higher than the one you're jumping from. The key is having free hands. Sheathe your sword while climbing.



A quick ladder tutorial takes you to the next ledge and closer to the castle's entrance.



Run down the path to the cavern entrance. Inside, hop on the first floating platform, and a second one pops up. Jump from platform to platform until you get to the final one on the other side of the hanging bridge. Ride it to the top of the mountain.



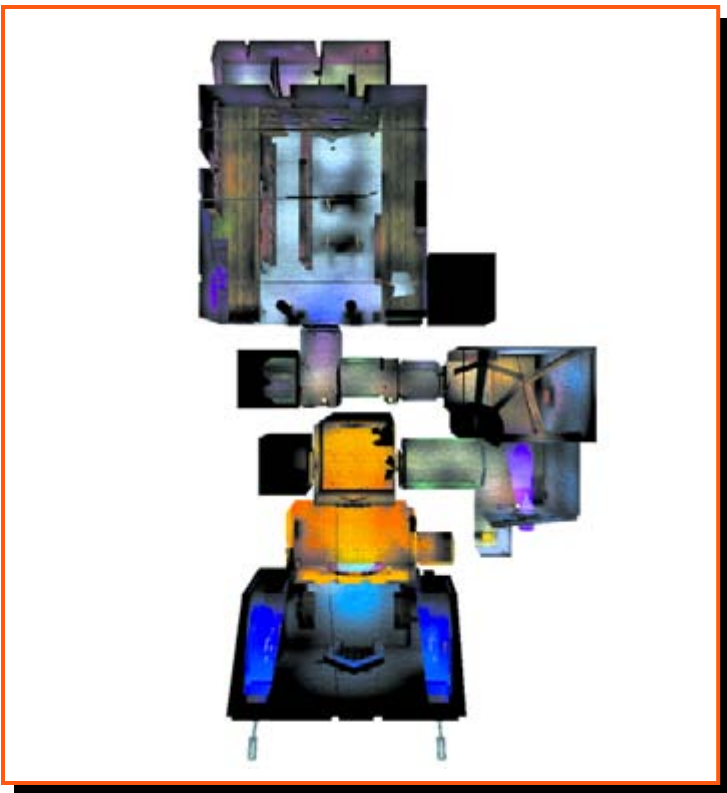
Part 1: A Quest Begins



If you are familiar with the original *Dragon's Lair*, you know what happens when you attempt to cross the bridge into the castle. Draw your sword and prepare to take on a Cyclops Worm. Fortunately, you need strike it only once to defeat it.

Entrance

After Dirk crosses the bridge and enters the castle, the door slams shut and locks behind him. There's no going back now. The Entrance level teaches you more of what you need to know to survive the challenges ahead. Pay attention! Some lessons are subtle, but they're often crucial to solving difficult puzzles.



Map of the Entrance

Monsters

Giddy Goons

Flying Books

Treasures



x4



x2



x1



x1



The first of many Giddy Goons meets you at the castle's entrance. One hit stuns him long enough for you to deliver the final two blows.

Inside the first room, break open the barrels to uncover red Health Orbs that refill your health bar. If you took any damage from the Cyclops Worm or the Giddy Goon, heal yourself.



To activate levers, hit them with your sword. This one opens the grate to the alcove on the right.



The next room has a trap familiar to those who've played the original arcade version. As you enter the room, the floor starts to crumble beneath your feet. Your challenge is to choose the correct exit before the floor drops completely away. The map above gives you the answer to the puzzle. Look for the open door when you first enter.



Head down the hallway into a room with a sliding floor. As you enter the room, a wall to your right collapses, and a Giddy Goon jumps out to attack you. Wipe him out, then run past the sliding floor to the exit.



Don't put your sword away just yet! You must battle the Giddy Goon guarding the hallway between the room containing the sliding floor and your next destination, the library.



In the library, enchanted bookcases block all the paths through the stacks. To get to the exit on the right side of the room, detour over the bookshelves and through the library's loft.



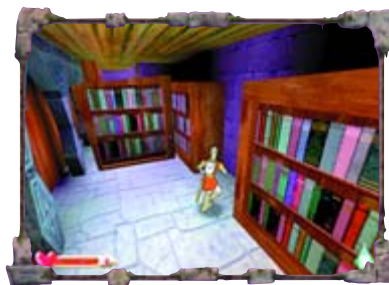
Secret Area Alert



Burned-out torches usually indicate something special—such as a secret area. If you explore the library thoroughly, you see a burned-out torch along the back wall. Daphne even points it out to you.

Hit it with your torch and a piece of the wall pulls away, revealing a secret room.

To get to the top of the library, you have to make it past the Flying Books. If you don't figure it out yourself, Daphne suggests that you roll beneath them. Press the Run and Crouch buttons as Dirk moves forward.



As you turn the corner and head into the next aisle, a bookshelf starts moving toward you. Duck into an alcove between bookcases, and let the rogue bookshelf pass you by. Then sprint for the stairs to the loft.

Part 1: A Quest Begins



On the top level, no enchanted bookshelves block your path to the exit. Defeat the Flying Books that pop out of the bookcase to your left, then head across the wooden bridge to the loft on the right side.



Watch out for falling bookshelves! If Dirk is too close to one when it falls, it crushes him.



The final bookcase before the hole in the floor also falls over if you walk by it too slowly or get too close. Give it a wide berth, and jump into the hole. You land by the library exit.



The Treasure Hunt

If you collect all of a specific type of treasure, you unlock a special game mode when you complete the game. Collecting all 100 pieces of treasure in the game unlocks all the special game modes.

Look for the treasure hunt notes at the end of each section to see if you've missed any treasure.



The first piece of treasure, a Bag of Gold, is in the alcove you unlock with the lever. Daphne may scold you for taking time out to grab the Gold, but the game's programmers reward you in the end.



To get the Diamond before the floor beneath it crumbles, run at top speed from the entrance to the Diamond, and then run for the door on the right.



After you defeat the Giddy Goon guarding the entrance, walk into the not-so-secret room and grab a Bag of Gold from the treasure chest.



To get the Goblet from the shelf over the sliding floor, first turn the trap off. The burned-out torch over the bookshelves is actually a lever. (Remember: Always examine burned-out torches.) Hit it with your sword, and the sliding floor shuts permanently. Now you can run and jump, grab the shelf, and get the Goblet.



The Treasure Hunt (cont'd)



Grab a third Bag of Gold from the one of the two library tables. Watch out for the Flying Books protecting it!



The Crown is on the table in the secret room at the back of the library.



A second Goblet is on top of the second line of bookshelves. The bookshelves are just wide enough for you to walk down, so pick up the Goblet as you detour to the exit.



The final treasure, a fourth Bag of Gold, is found by the library exit. When you drop through the hole, look toward the back of the library where it's lying on the floor.



The Main Hall

From the library, Dirk enters the main section of the first part of the castle. More lessons lie ahead as Dirk explores the castle's kitchen and banquet hall before heading into the main hall.

He glimpses Daphne as she is carried away through the castle. At least you know you're on the right track.



Map of the Main Hall

Monsters

Giddy Goons

Giddy Goon Warriors

Treasures



x1



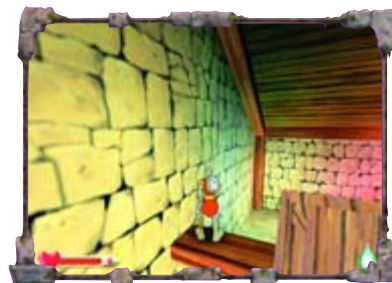
x1



x1



This room seems to be a part of a kitchen complex. On one side of the room, a cauldron sits over a fire. On the other side is a locked door.



As you cross over to the cauldron, an enchanted table rises to block your path. To get across, climb over the short wall dividing the room.

Part 1: A Quest Begins



Grab the red Health Potion off the table and destroy the Giddy Goon bouncing around the cauldron. Then head through the door into the pantry area.

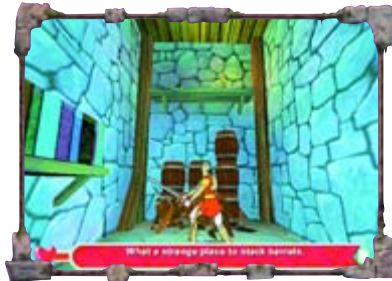


As you enter the second part of the kitchen, the door closes behind you and bursts into flame. The fire rages across the room. It appears you cannot cross without taking damage from the flames. If you look closely, however, this situation might remind you of another

impassable corridor in a previous room. Roll beneath the flames to escape their heat.



The pantry is full of barrels, including some that seem to be blocking something important. Use your sword to clear away the barrels and uncover a hole in the wall.



Turn off the fire by hitting a switch on the left side of the room, behind the table. Then unlock the exit, using a lever by the door.



Roll into the hole and grab the Gold Key inside the hidden room.



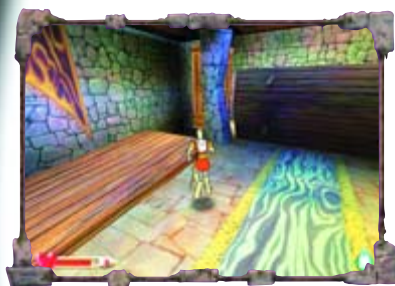
As you walk down the hallway to the banquet room, watch for Giddy Goons hiding in the doorway on the left.



Use the Gold Key to unlock the door on the right side of the room.



More enchanted tables block your path in the banquet room. The tables spring up and form a barrier around the perimeter, herding you into the middle, where a Giddy Goon waits.



When you reach the center of the room, the balcony along the right side of the room collapses. The door on the ground floor won't open, so you must use the second-level door to exit. Look for a ladder to the balcony area in the only unexplored corner of the room, and climb to the second level.



Use the swinging rope to cross to the left side of the room.

Secret Area Alert



When you cross the banquet room on the first swinging rope, you land next to a strangely colored piece of wood. If you knock it loose with your sword, a staircase slides down from the ceiling, revealing a secret room. Always examine strangely colored pieces of the environment.



Head down the balcony on the left side of the room. At the end, you find a gated door and another swinging rope. Use the rope to swing to a platform on the right side of the room. Hit the lever with your sword.



After striking the lever, swing back to the left side of the room and exit through the newly unlocked door.

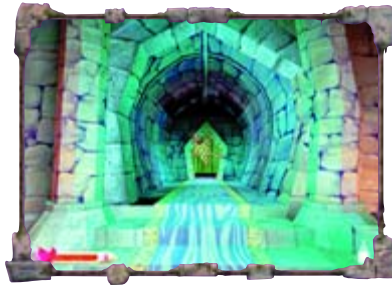


Part 1: A Quest Begins



Be careful as you hop from the balcony to the floor below. There is enough debris on the floor to provide Dirk a gentle landing.

As you enter the main hall, you glimpse Daphne being carried away by someone or something with a big hand. Run after her!



The Treasure Hunt

Except for the Crown, all the treasure in this level is easy to spot. Keep your eyes open.



Look for the Goblet on the shelf above the wall hole leading to the Gold Key. To get it, jump from the shelf on the wall to the left.



The Crown is in a treasure chest in the secret room off the banquet hall.



Grab the Bag of Gold on the floor to the right of the steps before you chase after Daphne.

The Atrium

A sudden gale sucks Dirk into the next level of the castle, a large round room containing a golden stand. Daphne informs Dirk that the room is an antechamber to the Robot Knight's room, which is on the second floor. All you have to do is find a way to the second floor.



Map of the Atrium

Monsters

Bronze Suits of Armor

Treasures



x1



x3



x1

The secrets of the Atrium must wait. Right now, head straight ahead through the door opposite the entrance into the Catapult Room.



In the rectangular Catapult Room, four catapults launch molten rocks across a gap at Dirk. To deactivate the catapults, zigzag past the projectiles and swing across the gap, using the chains provided.

The safest path across the fire plain is down the left side. Watch for openings, then jog to the next safe spot. Scars on the floor help you determine where it is safe to stand between volleys.



When you grab the first chain dangling over the pit, the catapults stop firing. You may still have to duck any projectiles launched before you touched the chains. Follow the instructions on the screen to maneuver yourself from chain to chain.

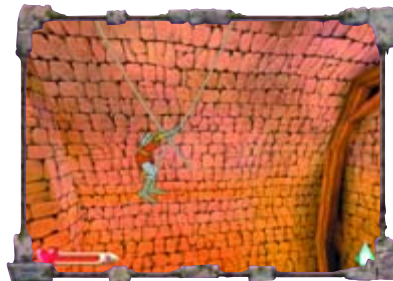


Strike the lever on the back wall to open the exit door. Use the chain ropes to cross back over the pit and exit.

As you start down the hallway beyond the Catapult Room, the beams overhead burst into flame and start to crumble. Run down the hallway to safety.



In the next room, you have to use ropes to swing across to the other side. Timing is critical. The platform at the entrance starts to recede into the wall as soon as you enter and the door shuts, so jump to the first rope quickly. The timing between the second and third ropes is different from the timing between the first and second ropes. Be careful! If you miss the rope, you plunge to your death.



The hallway between the next two rooms is trickier than it looks. Walking in front of the pit to enter the hallway triggers a trap—a ballista flies the length of the hallway and, if he's in the way, into Dirk's stomach. Dodge this trap by rolling into the hallway and under the ballista.



In the next room, the Armory, hit the lever on the catapult near the entrance to fire a boulder across the room. The boulder hits a switch, cutting off the fire that prevents Dirk from crossing the room to the exit.



Part 1: A Quest Begins



The Bronze Suit of Armor is too heavy to move away from a suspicious hole in the wall. Maybe the next chamber provides some hints.

In the next chamber, called the Mana Cell room for reasons you soon discover, you find two more Bronze Suits of Armor flanking the room's only door. When you open the door, you discover the Mana Cell. Mana Cells are like magical batteries. They rest in cradles, and strange things happen when you carry them from one cradle to another. Pick up the Mana Cell and carry it from the room.



Moving the Mana Cell activates the Suits of Armor. Drop the Mana Cell and draw your sword to battle them. When they're destroyed, pick up the Mana Cell again. If you leave it on the ground too long, it automatically returns to its original cradle.

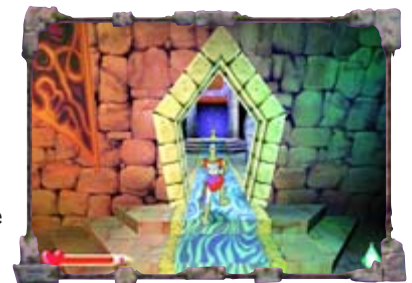


Secret Area Alert



You can use the Mana Cell to animate the Bronze Suit of Armor blocking the hole in the wall of the previous chamber. As soon as the Suit of Armor comes to life, draw your sword. The Mana Cell automatically drops. Defeat the Suit.

You have enough time to roll through the hole into a secret room, grab a Heart Container inside, roll back out of the room, and grab the Mana Cell before it automatically returns to its cradle in the Mana Cell room.

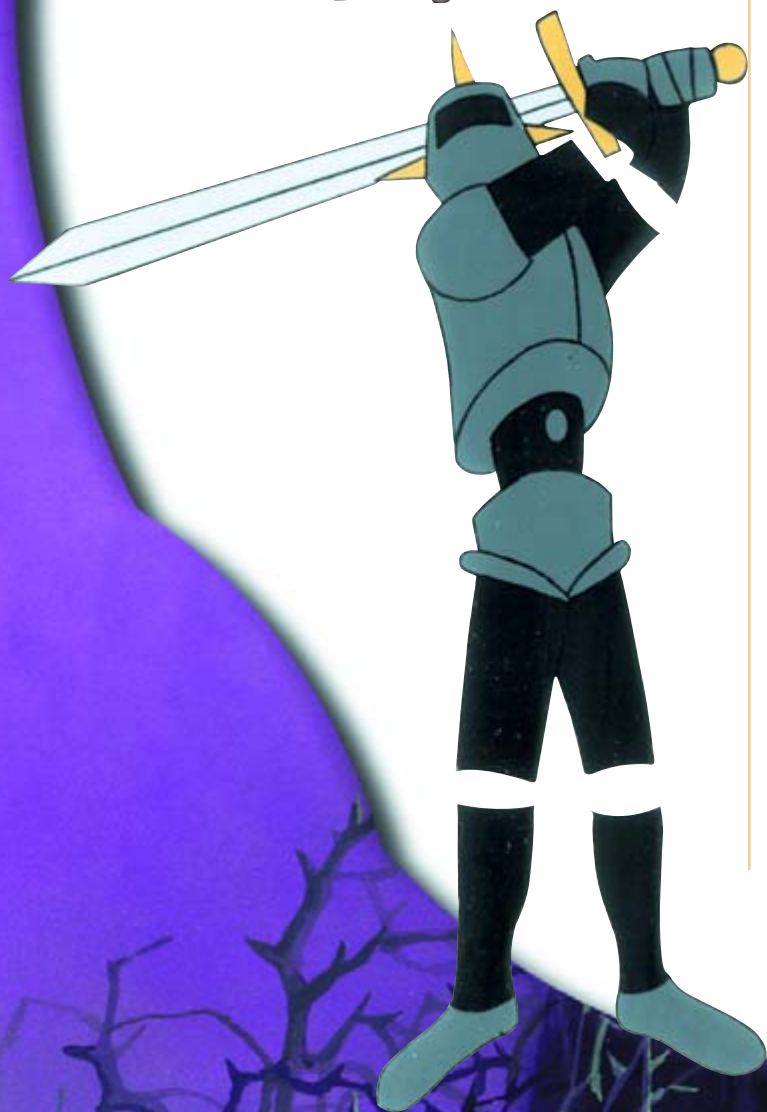


Carry the Mana Cell to the main room of the Atrium through the door the Mana Cell's power discloses. Set it gently in the empty cradle in the center of the Atrium.



Draw your sword and prepare to defend yourself against three groups of Bronze Suits of Armor that the Mana Cell summons. Refill your health bar with the red orbs that your defeated foes drop.

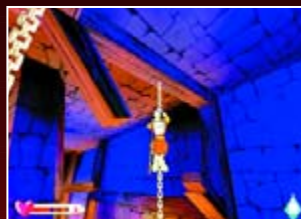
When you defeat the last of them, a spiral staircase to the second floor appears. Another Suit of Armor guards the entrance to the Robot Knight's room.



The Treasure Hunt

The Atrium level marks the beginning of those impossible-to-get-to treasure hiding places. From now on, Diamonds and Crowns are out of sight in places that look impossible to reach.

Take heart! You can get to them with a little ingenuity and a lot of patience.



To get to the Diamond on one of the rafters in the Catapult Room, climb to the top of the first chain rope on the left side of the room. Jump over to the well-placed beam on the side of the room and walk across it to the beam with the Diamond. Grab the Diamond, turn around, and backtrack to the ground.



When you exit the Catapult Room, turn immediately to the right to grab the first Bag of Gold before you start to run down the collapsing hallway.

In the Mana Cell room, look around the platform beside the right-most Suit of Armor to find the second Bag of Gold.



The final Bag of Gold is atop one of the broken pillars on the Atrium's second floor. Jump over there and grab it.

The Robot Knight

Fans of the original *Dragon's Lair* arcade game will recognize the Robot Knight. The key to defeating him is much the same as it was in the arcade game. The secret is in the patterns of the checkerboard floor.



Map of The Robot Knight

Monsters

Robot Knight

Treasures

None



Daphne disappears when Dirk enters this room, and a large Robot Knight appears in front of the exit. Before Dirk can cross the floor to attack, the knight starts to bang his sword on the floor, calling forth waves of electricity that travel over the tiles.

If Dirk touches an electrified tile, he takes damage from the shock. If he manages to make it across the room alive, he gets a single shot at the Robot Knight before the knight teleports to the other side of the room.



Before making a move, watch the waves of electricity flow over the checkerboard floor and form a plan of attack after noting which tiles are not electrified. Slowly and cautiously, make your way from one safe patch of floor to the next until you reach the Robot Knight and attack him. Reverse your path to attack the knight when he teleports to the other side.



It takes three hits to bring down the Robot Knight, and the power of the electrical field increases each time you hit him. Fortunately, the pattern of non-electrified tiles does not change.



When you deliver the final blow to the Robot Knight, the Dragon's Ring of Power appears and automatically grafts onto the Amulet. This item allows you to find and use the Dragon Essences scattered throughout the castle. It also gives you a mana bar and allows you to perform the Whirlwind sword attack.



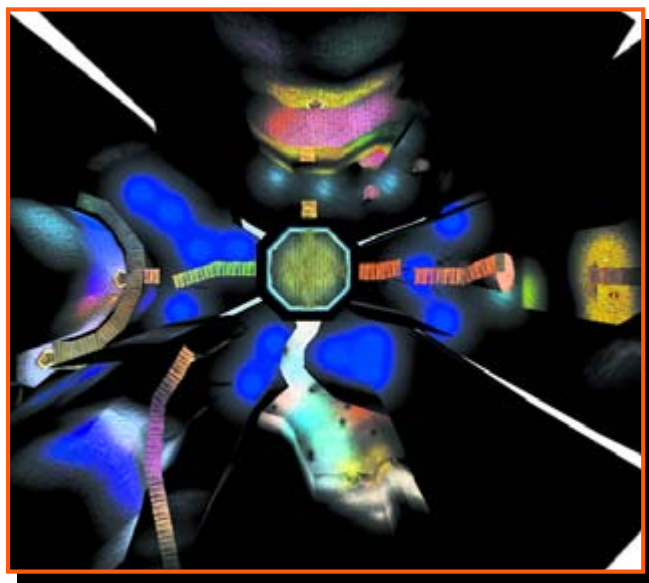
Castle Depths: Part 1

With the Dragon's Ring of Power, Dirk can start collecting the essences he needs to defeat Mordroc and rescue Daphne. The first essence is in the Castle Towers section. To get there, Dirk must enter the Castle Depths.

Monsters

Bronze Suits of Armor
Giddy Goons

Treasures



Castle Depths

The Castle Depths is the first of the castle's three hubs. From here, you can reach the Castle Towers, the Hall of Skulls, and the Impossible Room when you have the appropriate items and essences in your inventory. At this point, only the Castle Towers level is accessible.

Refill your health and mana bars from the orbs in the barrels, then battle a group of Giddy Goons that appears on the bridge to the main hall.



Inside the main hall, defeat the two Bronze Suits of Armor, then look around. You see three color-coded doors. The green door takes you to the Hall of Skulls entrance. The yellow door leads to the Impossible Room entrance, the castle's second hub. The blue-gray door takes you to Castle Towers, your immediate destination.



Cross the rope bridge to the scaffolding in front of the two doors. Before you enter the Castle Towers, grab the Mana Container to the right of the doors.



Spiral Stairs

In the Castle Towers section, Dirk faces challenges harder than any he's faced in the game; and the Spiral Stairs are just the beginning.

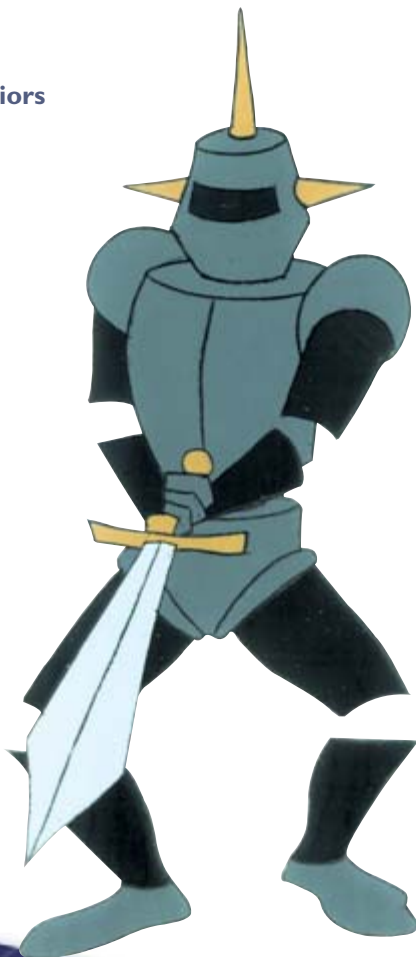
Monsters

Cyclops Worms

Giddy Goons

Giddy Goon Warriors

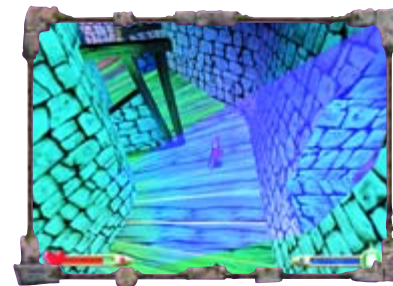
Treasures



The Spiral Stairs are your first challenge. As you enter the chamber and approach the first step, a flight of stairs appears in front of you. You have to race the flights of magically created stairs.



The higher you go, the more complex the challenge becomes. You must weave around barricades and jump over gaps as the stairs materialize and disappear around you. Keep one finger on the Run button and another on the Jump button.



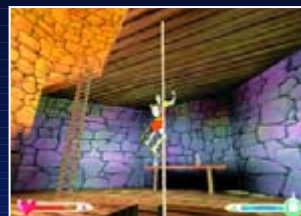
Giddy Goons wait at the top of the stairs. Use a Whirlwind attack to take care of them, then exit the staircase.



As you run through the hallway to the next tower, swarms of bats fly overhead. They are not aggressive, and leave you alone if you pay them the same courtesy.



Secret Area Alert



The entrance to this secret hallway is concealed in the shadows, and streams of bats divert your attention. To enter, duck and roll through the hole in the wall. When inside, follow the hallway to its end, doing in the Giddy Goons and Giddy Goon Warriors as you go. Climb the rope to the chambers above. Inside, grab the Health and Mana Potions, and the Heart Container.



At the hallway's end, you encounter a Giddy Goon Warrior. These monsters are equipped with crossbows and attack from afar. When hit by one of their arrows, Dirk jerks back in

surprise. This is disastrous if Dirk gets hit when jumping over pits or climbing ropes.

The next tower section is the Giant Pillar Room. Climb up and around the room to the top door. Look for levers that make the giant pillar turn, moving the L-shaped bridges into place on different levels.



Part 1: A Quest Begins



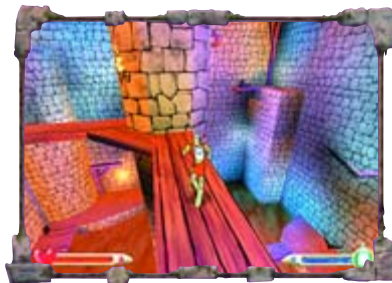
The first lever is along the back wall, guarded by a Giddy Goon. Hit the lever three times to move a bridge into place so you can cross to the opposite side.

Climb the chain rope to the top, and jump onto the moving platform when it draws near.



Ride the moving platform to the lever, and hit it with your sword to move the L-shaped bridge on the second level into place.

Run across the bridge, and hop onto the vertically moving platform at the end. At the top, hop to the horizontally moving platform that takes you to the next lever.



Hitting the next lever changes the position of the second-level bridge so you can cross to the next set of platforms. Backtrack across the two moving platforms and take the bridge to its new destination.



To avoid being shot by the Giddy Goon Warrior, time your jump to the chain rope and the platform across the way. If you start after the Giddy Goon fires an arrow, you'll get to the other side and take out the monster without getting hurt.

After quelling the Giddy Goon Warrior, climb the next two chain ropes to the third-level platform. Before you run to the door, defeat the two Giddy Goons that appear. Dodge the sliding wall.



The exit is locked, and the key sits on the circular platform on the third level of the giant pillar. To get there, ride the moving platforms to the right of the door and defeat the Giddy Goons that guard the Gold Key. Grab the key and backtrack to the exit.



Unlock the door with the Gold Key and enter the next level, the Wizard's Chambers.

The Treasure Hunt

Sometimes you have to go out of your way to get the castle's treasures.



The first Bag of Gold is on a rafter at the base of the Spiral Stairs.



An unusual piece of wood marks the path to the Goblet at the top of the Spiral Stairs.



The second Bag of Gold is on a platform in the water around the giant pillar. To get there, swing the L-shaped bridge around.



The final treasure, a Diamond, is on a platform halfway up the Giant Pillar Room. Use the first stationary rope to reach the Diamond, then hop down to the ground floor by way of the narrow ledges below the platform.

The Wizard's Chambers

From the Giant Pillar Room, Dirk enters the Wizard's Chambers. These are Mordroc's personal rooms, and they are filled with traps. Do not enter a room without making contingency plans should something go wrong.

Part 1: A Quest Begins

Monsters

Flying Books

Giddy Goons

Various enchanted items

Treasures



As you enter the hallway between the top of the Giant Pillar Room and the Wizard's Chamber, grab the Health and Mana Potions, but watch for traps. Those bookcases are full of Flying Books!



In the first room's middle, a magical cauldron summons Giddy Goons. The cauldron spawns these monsters as long as you remain; so grab the potion on the table to the right of the door, and run to the exit.

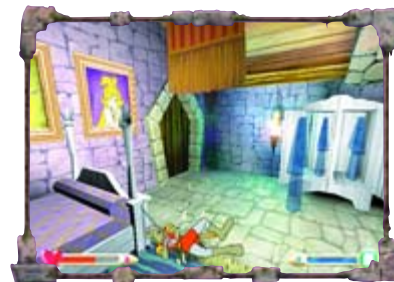


Climb the chain rope to the second level, and jump into the hallway.

Around the bend lies the Wizard's bedroom. It looks calm from outside, but when you enter, the door seals, poison gas fills the room, and a wall forms in the middle.



To escape death, hop over the wall. The only danger there is from the enchanted robes in the wardrobe.



Exit the bedroom into Mordroc's study. Bookshelves line the walls, and a large planetary model hangs from the ceiling in the middle.



As you hop off the platform, the planetary model shoots moons at you. Protect yourself by auto-targeting the flying moons and blocking them with your sword.

You have to thwart two Flying Books every time you pass a bookcase. Take out the Flying Books guarding each bookshelf in the room before tackling the main puzzle.



To unlock the exit, you must reach the lever on the balcony at the end of the room. Step on the hexagonal floor buttons in front of the two hydraulic lifts on the left side of the room. When you stand on a button, the hydraulic lift associated with it rises and falls. As you dodge the flying moons, gauge how high you want each of the lifts to go.



When you have the lifts set, head to the ladder at the end of the room and climb atop the platform. Race down the line of bookcases, platforms, and lifts to the balcony at the far end of the room, where the lever stands. Dodge the moon projectiles.

Pull the lever, and the door unlocks. Don't jump from the lever platform, or you take damage. If you set one lift platform lower than the other, jump to the second platform, then to the floor, rather than backtrack through the whole room.



The Treasure Hunt

In the Wizard's Chamber, treasures are found in the open, but they are surrounded by danger.



The Goblet lies on a table in the first room, guarded by the Giddy Goon-spawning cauldron.



A Bag of Gold is on the table in the left back corner of the Wizard's bedroom, but you risk poisoning to get it.

Bells and Ropes

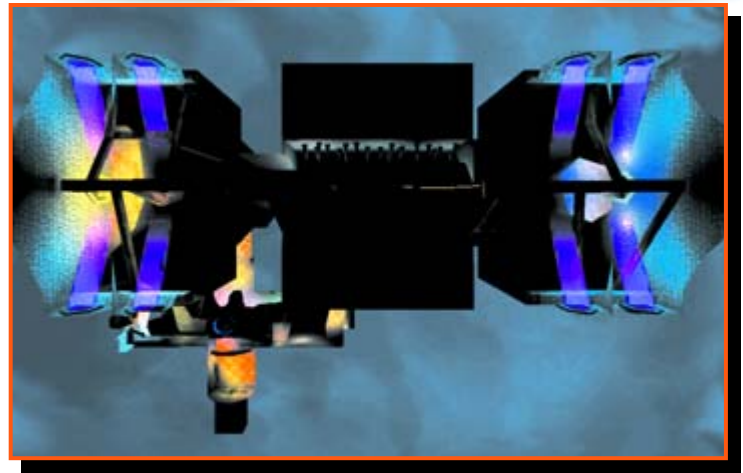
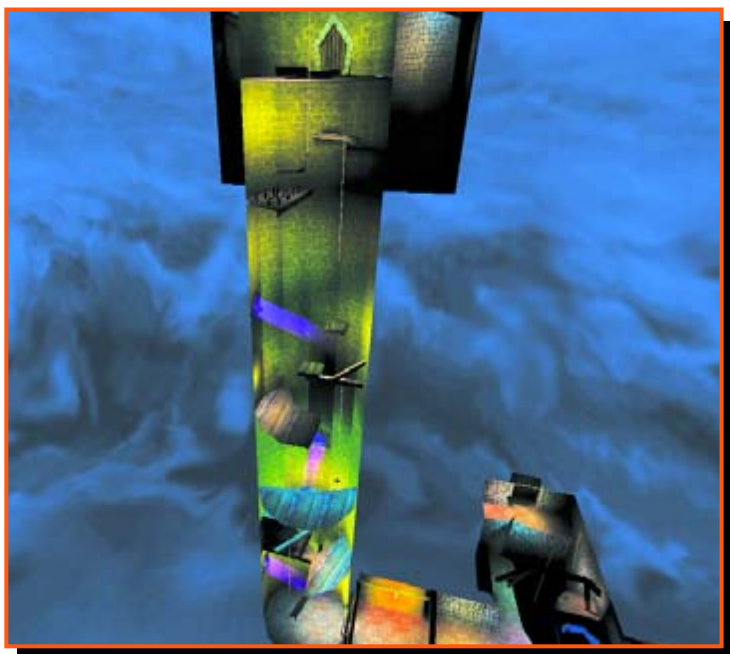
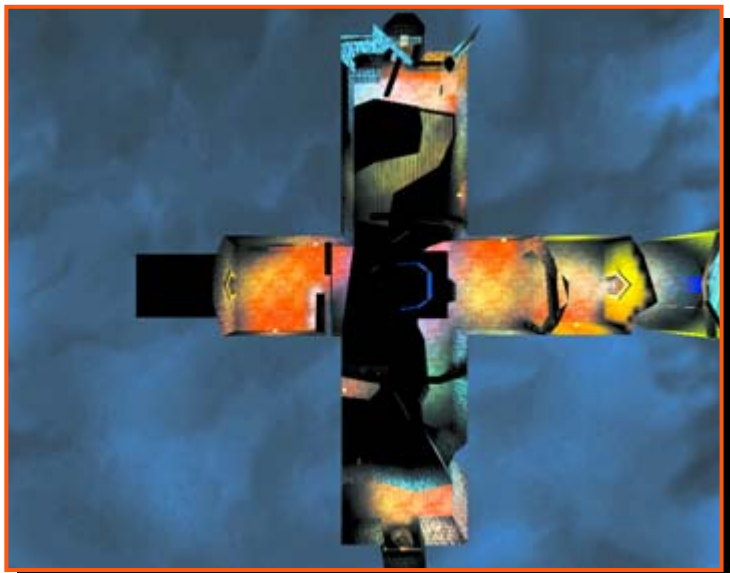
The next series of chambers and towers introduces bell puzzles and spiked ropes. The difficulty level increases, so be cautious as you make your way through the challenges ahead.

Monsters

Giddy Goons

Giddy Goon Warriors

Treasures



Maps of the Bells and Ropes



The Bells and Ropes level begins with a bell puzzle. The goal is to ring two bells, one on either side of the room, within a time limit. The combined pealing of the bells unlocks the exit door.



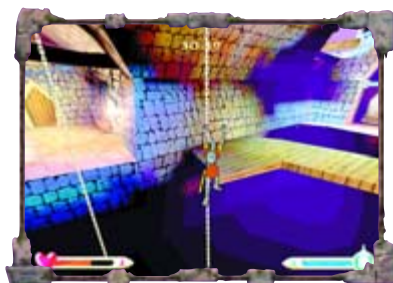
Swing across the chain ropes to the other side of the corridor and head right. This bell is the most difficult to get to; start the timer with it.



Use both the stationary and swinging ropes to cross to the bell platform. Lay waste to the Giddy Goon Warrior, then ring the bell with your sword. The clock starts counting down. You have 50 seconds to run from one bell platform to its counterpart across the room.



Go to the room's center, and use the two stationary ropes to cross to a catwalk leading to the other bell platform. Dodge or attack the Giddy Goons and Giddy Goon Warriors that get in your way, and ring the second bell before time runs out.



If you succeed, the door's gates recede. Continue into the Rope Climb Tower.



The basic format of the Rope Climb tower is this: Climb from one platform to the other, using the ropes provided. Time your climbs to avoid getting stuck by the spikes riding up and down the ropes. Every few platforms, you encounter enemies. Battle them or not—it's up to you.



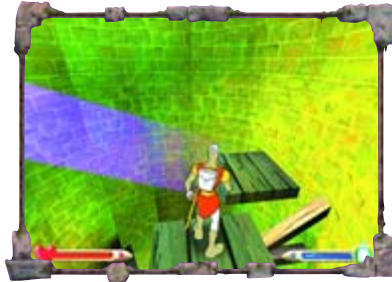
The farther you climb, the platforms become smaller and the obstacles get more difficult. If you fall, angle yourself to catch hold of a platform edge or a rope. If you miss, Dirk falls until he hits the ground.



Part 1: A Quest Begins



At the top of the Rope Climb Tower, a door leads to the Rope Gauntlet, the final stretch of this level.



Hop onto the nearest rope and guide yourself to a narrow passage between the chambers. As you enter this passage, the spiked walls close in on you. Survival depends on your speed and precision. Jump steadily from rope to rope until you come to the passage's end, then jump to the exit.

The Treasure Hunt

In this section, you learn how to jump from the top of a rope to the top of its supporting rafter in order to get all the level's treasure.



Before leaving the first chamber, grab the Bag of Gold behind the arch.



The first two Goblets sit on rafters in the Rope Climb Tower.



To get the Diamond at the Rope Climb Tower's top rafter, climb to the top of the rope. Jump forward, then pull Dirk back toward the beam. Do this correctly and Dirk grabs the beam and pulls himself up. Get the Diamond!



The final three pieces of treasure are on top of the rafters in the first part of the Rope Gauntlet. If you practiced climbing on top of rafters in the previous room, you'll have no problem getting these pretties.

Platform Madness

From the precision required by the Bells and Ropes level, Dirk enters Platform Madness, a level filled with moving platforms! Be at the top of your game if you want to make it to the other side.



Map of Platform Madness

Monsters

None

Treasures



Platform Madness is a fast-paced jaunt across a room of moving platforms. You find few places to rest and even fewer opportunities to wait for the next platform.

If you can get part way through before dying, save your game at a convenient spot so you don't have to repeat the segments over again.

From the entrance, hop on the N-S platform, then jump to the E-W platform. Ride E-W to the end of the room, then hop on the N-S platform running next to the wall. When you hit the wall, jump to the N-S platform to your right.

From there, either jump left at the spiked roller to get a Mana Container and Diamond or jump right to the N-S platform to continue your trek.



Take the N-S running platforms down the hallway. When the corridor opens into a small room, jump to the E-W platform to your right. As it starts to move, turn left to face the southern wall, and prepare to jump through an arch in the wall to the next N-S platform.

Part 1: A Quest Begins



Loop around and head back into the room you left. Ride the N-S platform, and transfer to the E-W one as it moves to the left. Jump to the N-S platform in the narrow alcove, and ride it past the spider web. When you get to a narrow opening by the wall, jump off to a north-running N-S platform at right.



Flip the camera perspective around and crouch to ride under the wall and back into the room.

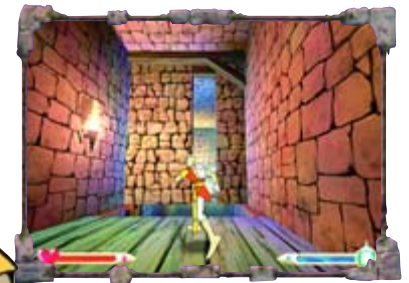


Backtrack through the maze, jump left onto the E-W platform to the left of the spiked roller, then left again onto the N-S platform the runs against the wall. This is the same platform, on which you originally rode.

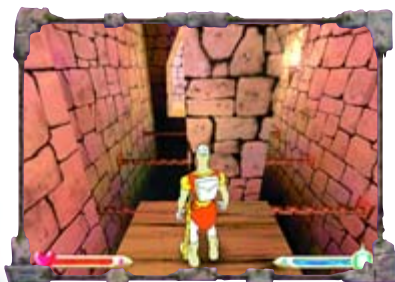
Ride it south, down the corridor as it zigs right and zags left, and around the corner into an alcove. Hop to the N-S corridor in the alcove.



Only three hallways to go! As you ride the platform down the hallway, move from side to side, from opening to opening. Roll through the small opening in the next-to-last partition, and, at the end of the hall, jump to the platform on your right and ride it to the end of the permanent hall.



The next hallway is more of the same, but at a slower pace. From the square pillar near the end of the hallway, either go left to grab the Crown tucked inside or head right to reach the next resting spot.



The final hallway features a series of E-W platforms and a couple of narrow walls that move independently near the end. Jump from platform to platform to get around the moving walls and reach the end of the Platform Madness level.

The Treasure Hunt

You must take risks to get all the treasure in the Platform Madness level. Two of the four pieces are hidden in halls thick with platforms and obstacles, making it hard to grab the treasure and continue down the platform gauntlet.



The Bag of Gold is behind a post to the right of the entrance.



The Diamond is next to the Mana Container in the alcove near the beginning of the gauntlet.



A bag of gold floats in the first of three hallway gauntlets at the level's end. Look for it when you get to the floating panel with the hole in the southeast corner.



The Crown is inside a square pillar at the end of the next-to-last hallway gauntlet. Keep to the left of the pillar and duck inside before running around the pillar to the hallway's exit.

Bell Challenge

The Bell Challenge takes up where the first bell puzzle left off. Dirk has two more of these challenges to win before he enters the top of the tower and battles the Bat King.

Monsters

Silver Suits of Armor

Treasures



x2

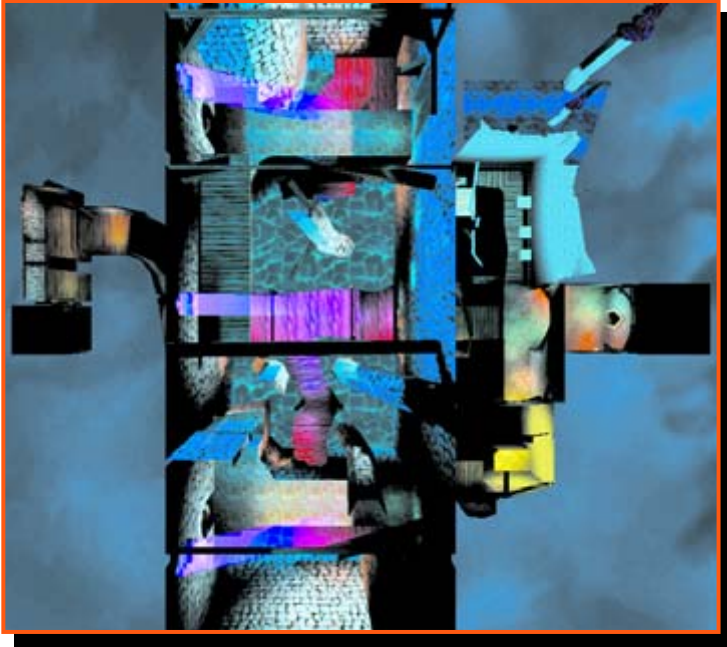


x1



x1

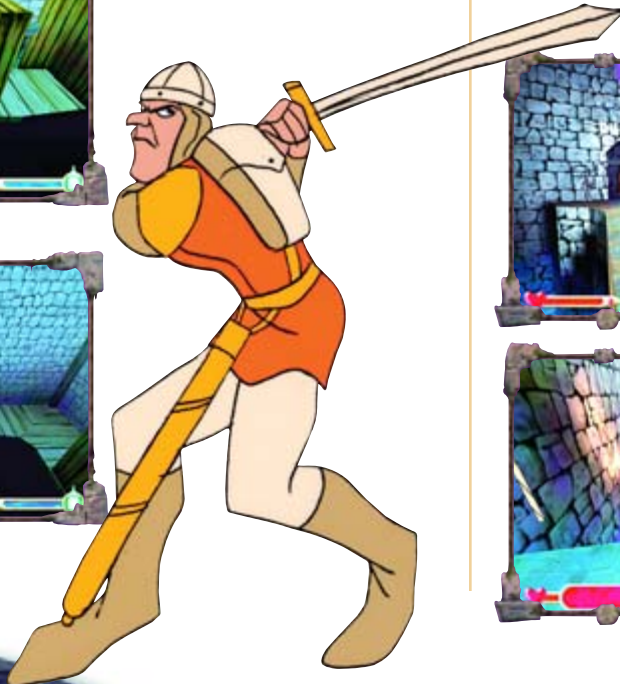
Part 1: A Quest Begins



Map of the Bell Challenge



The first Bell Challenge is straightforward. When you enter the room, head left past two sets of sliding walls. Run around the corner of the room and hop onto the moving platform. Ride it to the bell platform and ring the bell.



This time you have 45 seconds to make it to the bell on the other side of the room. Backtrack to the center of the room, ignoring the newly animated Suits of Armor, and run to the right side of the room.

Ride the swinging rope over the gap, then ride the moving platform to the second bell. When you strike the bell, the door to the second challenge opens.



The second Bell Challenge is more difficult. You have 30 seconds to run from one side of the room to the other.

Head to the left side of the room, under the arch, and into the southwest corner. Climb the rope to the top and jump over to the arch's top.



To the right of the bell is a wall blocking the path across the top of the room. When you shinny down the rope to inspect the wall more closely, Daphne comments on how flimsy it is. Strike the wall support with your sword and the whole structure crumbles, opening a shortcut across the room.

Go up the rope and strike the bell with your sword.



Strike the bell, then take on the Silver Suit of Armor.



Run to the series of three ropes, dodging the attacks of a newly animated Silver Suit of Armor, and swing across the room. Jump from the ropes to the balcony, then run across it to the second bell at the end.



When you complete the second Bell Challenge, the door to the stairway leading to the belfry opens. Draw your sword before you enter the hallway. You must fight your way to the top.



After defeating the five Silver Suits of Armor guarding the antechamber to the belfry and the Bat King, heal yourself using the orbs in the barrels outside the door.



The Treasure Hunt

In the Bell Challenge level, collect your prizes after you complete each chamber's challenge.



The two Bags of Gold lie in plain sight in the first room. To get to them, climb on top of the support beam between the two sliding walls, then jump to grab the Gold from either side.



The Goblet is in the rafters near the faux wall in the second Bell Challenge room. To reach it, climb to the top of the third rope, then jump to the rafter. Walk across the rafter and snag the Goblet.



The Diamond is in the second chamber. Look for it on the opposite side of the room. From the ledge above the bell at right, jump over to wooden poles that stick out spoke-like from the pillar. As the camera rotates around you, locate the Diamond glittering on the next spoke.



The Bat King

The Bat King is in a large belfry at the top of the Castle Towers. As you might gather from the many bells, sound plays a major part in this battle. Explore the whole belfry for its treasures.

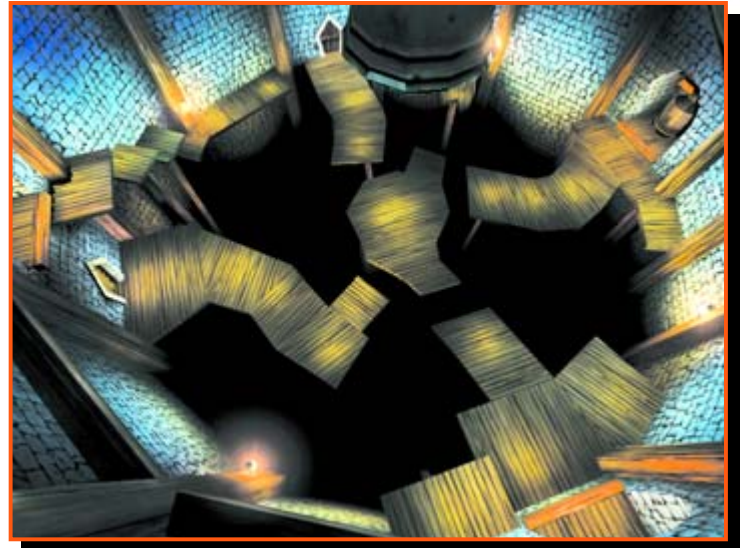
Monsters

Bat King

Treasures



x1



Map of the Bat King

The Bat King is an easy Boss if you're quick and nimble enough to catch him on the ground with your sword.



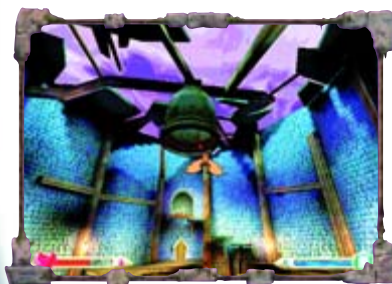
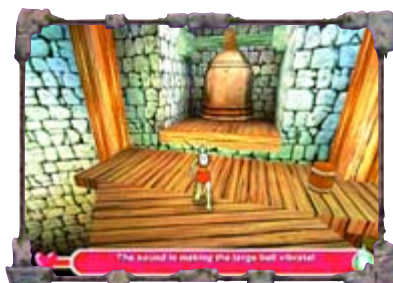
For the first part of the battle, track the Bat King as he flies around the room. When he lands, attack. Watch the Bat King's flight from the platform in the belfry's center. From here, you can jump and dash to most of the Bat King's landing spots.



When the Bat King lands, dash over to him—dodging his sonic wave attack—and slash him. After you land three hits, the Bat King takes off to a large bell at the top of the belfry. Now you need a new attack pattern.



To knock the Bat King from his bell haven, ring the two smaller bells on the sides of the belfry. The vibration from their peeling knocks the Bat King from his perch. As you run for the two bells, the Bat King continues his sonic wave attack.



Knocked from the bell, the Bat King falls to the platform in the belfry's center. The fall stuns him long enough for you to dash over and strike him with your sword. Two hits defeat the Bat King.



The Treasure Hunt



The Bat King's lair is one of the few Boss areas with treasure—a Goblet in a niche on the wall. Use the step-level platforms by the exit to access it.

Deathly Disc

The Deathly Disc is taken from the original *Dragon's Lair*. Dirk finds himself on a dangerous elevator that seems to have no end. Jump off quickly at one of its three floors, or plunge with the disc into the abyss.

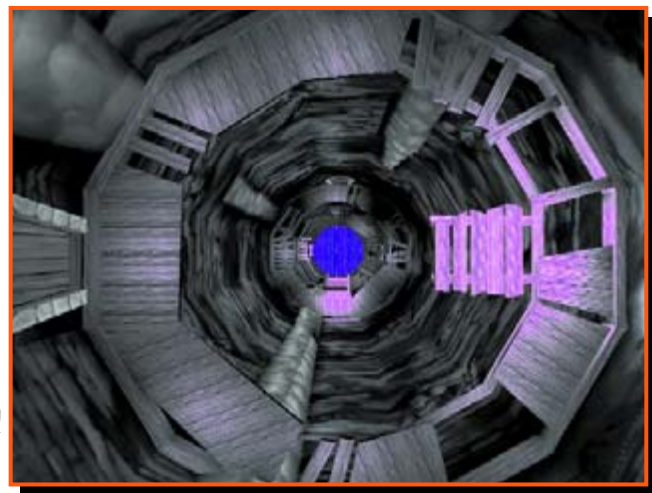
Monsters

Giddy Goon Warriors

Treasures



x1



Map of Deathly Disc

Part 1: A Quest Begins



In Deathly Disc, you choose on which of three floors to exit. All three lead to the same room, but you must choose one or die.

The first floor has no enemies and no treasure, but plenty of Health Orbs in barrels.



The second floor has a Crown. If you are a treasure seeker, this is the one for you.



The third floor—last stop before the disc plunges into the abyss—is guarded by Giddy Goon Warriors.



The Treasure Hunt



This is a sneaky place to put one of the game's 10 Crowns, but it can't be helped. If you were curious enough to see what was on the second floor of this spooky elevator shaft, consider your curiosity rewarded!

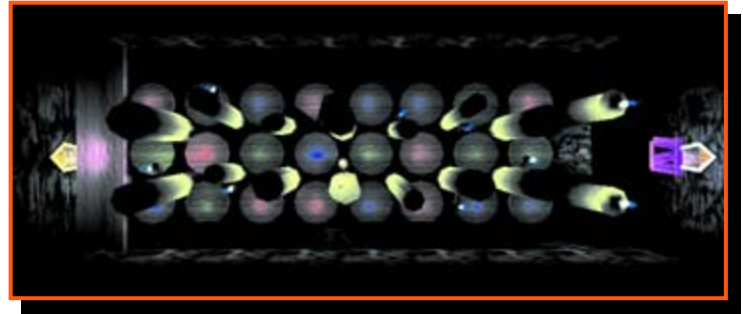
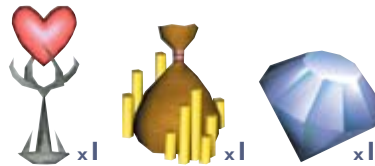
Deathly Disc II

To get the Dragon's Wing essence at the exit of this room, Dirk must figure out the secret of the mini-Deathly Discs. Search the room for clues to the discs' color-coding and how to determine which discs stay and which fall—and when.

Monsters

None

Treasures



Map of Deathly Disc II



The key to crossing this room lies in plain view. The torches throughout the room give off colored flames that indicate which color platforms are safe to stand on for a short time.



To cross the room, move to the platform that is the same color as the torch flames. When the torches burn red, red platforms are safe, and others fall into the pit.

Move to platforms adjacent to platforms of the other two colors. If not, you may have nowhere to go when the torch flames change color.



In addition to the Dragon's Wing at the end of the room, a Heart Container is on a ledge on the right side of the room.

After you cross the room, grab and equip the Dragon's Wing essence. Float across the gap to the exit.



The Treasure Hunt



Dirk risks his life to get the two pieces of treasure in this room. Both pieces of treasure, a Bag of Gold and a Diamond, are atop the short column across from the platform containing the Heart Container.



To reach them, stand on the red platform when it is about to descend. When it makes that short hop before disappearing momentarily into the dark abyss, jump up and grab the side of the pillar.

If you time your jump correctly, Dirk pulls himself on top of the column and grabs the treasure.

Castle Depths: Part 2

The exit from Deathly Discs II takes you to the Castle Depths. With the Dragon's Wing, float over the entrance of the Hall of Skulls. Return to the main room and exit through the green door.



Float over the gap, to the ledge around the Hall of Skulls entrance. Before entering, look for a Mana Container hidden in a niche below the ledge.

Find this Mana Container by flying to the right side of the Hall of Skulls entrance ledge from the platforms beneath the rope bridge.

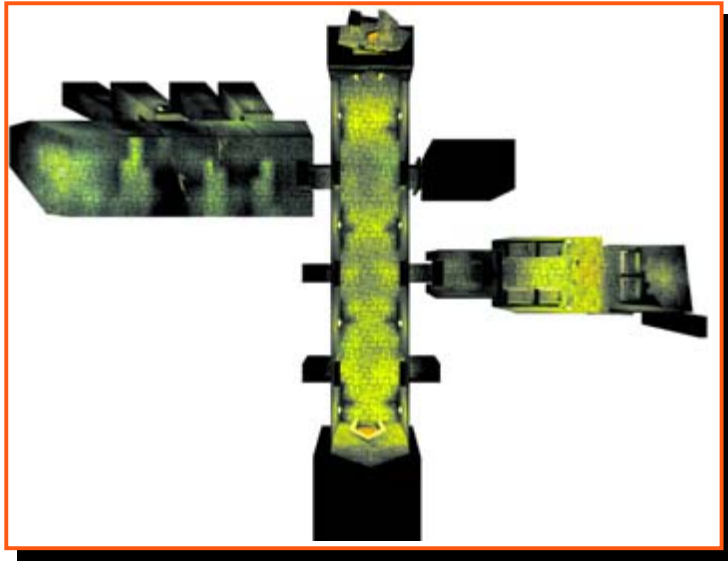


Alternatively, use the ladder on the right side of the ledge.



Hall of Skulls

The Hall of Skulls and the Pop-up Coffin Room are translated from the original *Dragon's Lair* arcade game. If you've played it, you know what to do when you enter. If not, read on.



Map of the Hall of Skulls

Monsters

Chattering Skulls

Skeletal Hand

Crypt Creeps

Spiders

Treasures



The Hall of Skulls has seven doors. Three are booby-trapped; one becomes blocked by falling debris, and two are locked. Your task: Find the only unlocked door without falling into any deadly traps.

Deadly gas traps are inside the first two doorways (one on the left and one on the right) as you enter the Hall of Skulls.



In the left middle doorway, a Skeletal Hand lies in wait. If Dirk gets too close, it grabs and squeezes him. It takes much of Dirk's strength to wiggle free and crush the hand with his sword. Watch for Chattering Skulls in that doorway, as well.

Continue down the hallway to the final room on the left. As you run down the length of this dark room, Spiders jump off the wall and try to grab Dirk. Use your sword to pry them off and kill them. At the end of the room, find the lever to open the Pop-up Coffin Room.



Don't sheathe your sword! As you leave the lever room, a couple of Crypt Creeps materialize and attack.

Secret Area Alert



Notice the tell-tale blue glow of a Mana Container behind the walls in the lever room off the Hall of Skulls. To get to that room, climb the pile of rubble at the end of the main hall.

Look left to see a small hole in the ceiling molding. Jump and grab the edge of the hole. Duck inside, and head into the room to its end. Look left for a recess in the floor, where you find the Mana Container.

Head down the hallway to the middle door on the right wall. From the hallway, look inside the room.



When you enter the Pop-up Coffin Room, the door seals behind you and four coffins break open in the room, disgorging three Crypt Creeps. Charge your sword with a Whirlwind attack and take care of all four at once.



After you defeat the Crypt Creeps, a hidden door opens, allowing you to enter a secret chamber.



As prompted, use your sword to smash open the two coffins at the back of the secret room. Grab the Green Key from the coffin at right.

In the main hall of the Hall of Skulls, use the Green Key to unlock the northeast door and enter the next part of the level.



The Treasure Hunt

Most of the Hall of Skulls treasures are hidden in the coffins. If the top of the coffin is cracked, break it open with your sword. If not, you're out of luck.



The Goblet is over the door in the room containing the lever to the Pop-up Coffins Room. Dirk can reach high enough to pull himself up and grab the Goblet.



Defeat the four Crypt Creeps, then check out their coffins for hidden treasures—this Bag of Gold, for instance.



The final two Bags of Gold are at the bottom of the coffin next to the one containing the Green Key.

The Crossbow

Dirk leaves the Hall of Skulls and enters Crossbow. Somewhere in these crypts Dirk obtains the crossbow. First, he must dodge hidden dart traps and unfurl his wings to fly from platform to platform.

Monsters

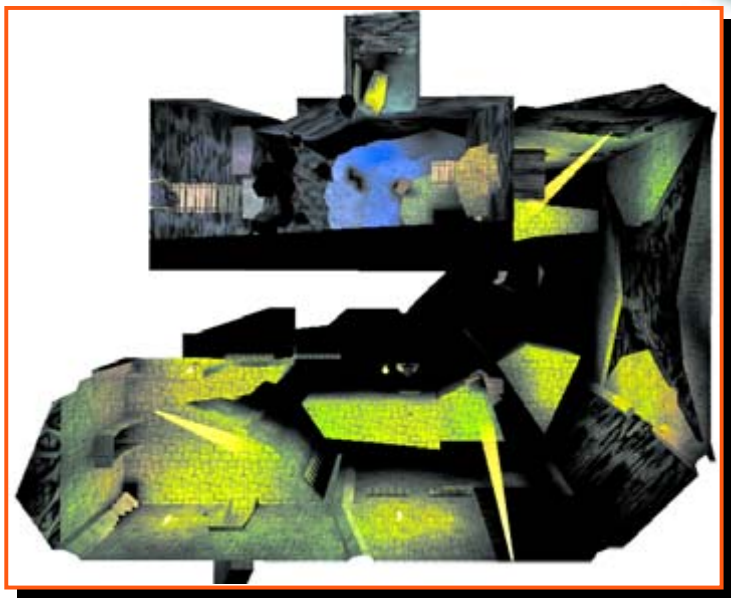
Crypt Creeps

Spider Warrior

Treasures



Part 1: A Quest Begins



Map of the Crossbow

A crumbling land bridge starts the Crossbow level. Beams of light pour out along the remaining pieces of the bridge. When you walk through the light, darts shoot out of the walls. As you cross the bridge, avoid landing in or passing through light beams.



The gaps between the first few sections are narrow enough to jump over. The last gap calls for the Dragon's Wing.



As you enter the next room, a cutscene shows the object of your quest: the crossbow. It lies in the far left corner of the room on a mid-sized ledge.



As you grab the crossbow, the room starts to fill with water. You have limited time to climb the ledges jutting from the walls to the second door at the top of the room.

Climb the ledges on the back wall to the right of the crossbow's resting place.



From the highest ledge, fly across the room to the next series of ledges along the cavern walls. When you land, run up the ledges to the door at the top of the room. It's locked, so look for a way to unlock it.



Stalactites block your view of the eye switch, so you can't shoot it with the crossbow from where you stand. Slay the Crypt Creep that attacks you from the alcove to the right, then float over to see if you can get a better aim.



Inside the alcove, you find a Spider Warrior and a coffin with the Blue Key and a couple of Bags of Gold. Kill the Spider and grab the treasures.

Stand on the edge of the coffin and aim your crossbow at the eye switch. When you hit it, it automatically unlocks the door and you can exit.



When you return to the land bridge room, it's flooded as well. Use the floating platforms to get to the remaining piece of dry land at the level's entrance. As you fly and jump from platform to platform, watch out for the Crypt Creeps stalking you, lest they knock you into the water.



The dart traps don't work in the flooded room. Hop over the last few platforms and use the Blue Key to unlock the exit door.



The Treasure Hunt

The treasures in the Crossbow level are easy to find. You pick up two when you get one of the key items for this area.



The first treasure is a Goblet placed on top of the entrance. Jump up there and grab it, either when you enter or before you exit.

Two Bags of Gold are hidden in the same coffin as the Blue Key. Grab them when you snag the key.

Coffin Trouble

Dirk escapes from the flooded Crossbow chamber, only to end up in a dank cell. A lever along the right wall drops the cell bars into the floor, but also opens a floodgate. Poisonous muck pours into the cell from a grate on the floor! It's a race against time—and goo—to the exit.



Map of Coffin Trouble

Monsters

Crypt Creep

Treasures



Part 1: A Quest Begins



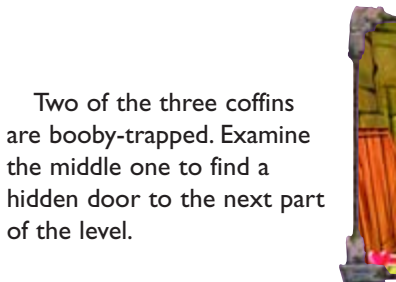
You start the Coffin Trouble level in a holding cell. Check out the room (paying attention to the grate on the floor), then pull the lever on the wall at right to open the cell bars. This also triggers a flood, so be ready to move.



Hop over the bars as they recede into the floor, then sprint down the hallway to the three door-shaped coffins in the back.



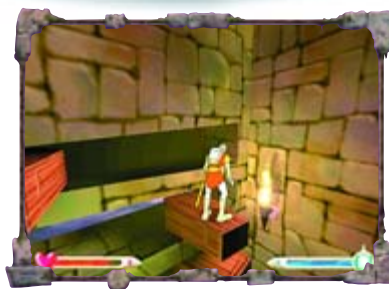
As the wall starts to brick up, dive through to escape the rising floodwaters.



Two of the three coffins are booby-trapped. Examine the middle one to find a hidden door to the next part of the level.



To get to the exit, climb the stairs to the top of this coffin-lined room. If you're in the mood for a bit of tomb-raiding, open the coffins by hitting the lids with your sword. Beware of the angry souls still residing in some.



Climb the first set of stairs to the landing, where you find that the second flight has crumbled away into nothingness. Hop on top of the coffins jutting out of the wall and climb as high as you can. Now you have an easy flight to the second landing on the other side of the room.



From there, you can easily climb the stairs to the third floor and the exit.



The Treasure Hunt

To get all the treasure in the Coffin Trouble level, you must outrun the goo that floods the first chamber. After that, it is easy to find and collect treasures—as long as you don't have a problem with robbing coffins.

In the first chamber, three pieces of treasure must be grabbed before the room floods. A Bag of Gold and a Goblet lie under an arch on the left side of the room. A Crown rests on one of the rafters overhead. Getting them all requires finesse, courage, and most of all speed.



Hit the lever to open the bars and flood the chamber, then run over to the platform at left and climb on top.



Fly from the platform to the Crown on the rafters.

The Treasure Hunt (cont'd)



Climb over the rafters and jump down to the floor, immediately ducking into a roll.



Roll beneath the arch, grabbing the Bag of Gold and the Goblet.



You've little time to spare. Roll back to the main part of the corridor and race to the exit.



Find a second Goblet in one of the coffins by the stairs on the ground floor.

The Treasure Hunt (cont'd)



Two Bags of Gold are tucked away in one of the coffins on the top floor near the exit.

The Crypt Creep's Lair

The Crypt Creep's lair is the home to the Crypt King. The Crypt King can be summoned only with the Mana Cell in the crypt's antechamber, and a Crypt Creep has just made off with it.

You have to recover the Mana Cell before you can take on the Crypt King and acquire the Dragon's Spirit.

Monsters

Chattering Skulls

Crypt King

Crypt Creeps

Gargoyles

Treasures



x1



x1



x1



x1



As you enter the Crypt Creep's lair, two Crypt Creeps appear over the floor gap ahead of you and start to float toward you. Kill them and continue down the hall. Float over the gap, first to the pipe that juts from it, and then on to the other side.

Part 1: A Quest Begins

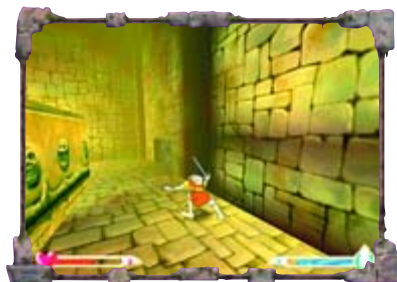


As you approach the Mana Cell, a Crypt Creep rises from his coffin. The Crypt Creep floats over to the Mana Cell, grabs it, and rushes away with it before you have a chance to react.

As soon as the Mana Cell thief disappears through the wall with the purloined Mana Cell, a couple of Gargoyles appear and attack. Slay both with your sword, then head through the door at left in pursuit of the Crypt Creep.



The walls are full of coffin-filled alcoves, some of which swing out and hit passers-by in the face. One is hidden around the corner, out of sight. Roll down the hallway, past the coffin-filled walls and their traps. Beware of the Chattering Skulls that flood out from an empty alcove in the wall.



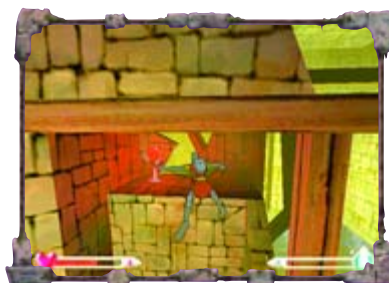
Fly over the floor gap and battle the Gargoyle. Any Chattering Skulls that try to follow you over the gap end up falling in.



When the Gargoyle guard is dead, deal with the fire shooting from the pipe on the left wall. No levers or buttons turn the fire off, so you must find a way to block the flame. Hit the coffin beneath the pipe. Its lid flips up and blocks the mouth of the pipe for you. Fail to do this, and you're burned to a crisp when you try to exit the room.



After slaying the Gargoyle and deflecting the flame from the fire trap, grab the Heart Container in the corner of the room. To get to it, climb the rubble surrounding it and then fly to the ledge it rests upon.



Fog shrouds the final hallway leading to the burial chamber of the Crypt King, making it difficult to target and attack the Mana Cell thief. Use the auto-targeting function to help you aim your crossbow. You can also strike the thief with your sword if he flies low enough.



When you vanquish the Mana Cell thief, grab the Mana Cell and head into the burial chamber. If you try to take the Mana Cell while the Crypt Creep is still alive and kicking, he tries to steal it back from you. It's more efficient to kill the thief before reclaiming the Mana Cell.



separate into individuals as needed.

Put the Mana Cell on the cradle in the Crypt King's crypt. The Boss awakens, and the battle begins. The Crypt King is actually three Crypt Creeps who can combine into one or

At the start of the battle, the three Crypt Creeps coalesce into a single being. You can target the Crypt King with your crossbow and shoot it as it flies overhead. Watch out for the Chattering Skulls thrown at you in defense.



A single shot splits the Crypt King into individual Crypt Creeps, which fly around the room. The three swoop down and try to hide in the coffins that ring the burial dais.

Choose a coffin containing a Crypt Creep and open it with your sword.

If you choose the right coffin, a Crypt Creep springs out. Your crossbow actually inflicts damage this time as the Creep flies up and joins its brethren at the top of the room. If you choose an empty coffin, Chattering Skulls jump out and attack you.



Repeat until you find and destroy all three of the Crypt King's components. The hide-and-seek game gets more difficult as you whittle down the number of Crypt Creeps. Shoot the Crypt Creeps multiple times, defeating them as they fly from the coffin to the ceiling in the center of the crypt.



When you kill the last Crypt Creep, the door to the Dragon's Spirit opens. This essence allows you to convert your mana points into health points in a time of need. The exchange rate is highly unfavorable, however, so use this essence

when you know you won't be using mana for a while, or if you are near a mana replacement source.

The Treasure Hunt

As in the Hall of Skulls, expect to find at least one piece of treasure in a coffin. The rest are a bit harder to spot and even more difficult to get.



Look behind the Mana Cell cradle for the Mana Goblet.



The Bag of Gold is hidden in the Mana Cell thief's coffin.



To get the Diamond, hop up on the broken wall behind the Heart Container and use the height to fly over to the rafter and grab the Diamond. The broken piece of wall is the right height. You have to jump up because the wall is too narrow to pull yourself up safely.



Castle Depths: Part 3

With the crossbow and Dragon's Spirit essence in hand, Dirk exits the Crypt Creep's lair and returns to the Castle Depths for the last time. You have the experience and equipment to enter the next part of the castle.



Return to the main room in the center of the Castle Depths. This time, exit through the yellow door.



Hop over the gap in the bridge and dash to the platform at the end. You could try to float to the platform in front of the doorway, but that won't deal with the drawbridge that blocks the door. Instead, draw your crossbow and aim at the eye switch. If you need more arrows, grab them from the barrels beside you.



When you shoot the eye switch, the drawbridge lowers and you can proceed through the door to the Impossible Room.



Part 2: Return to the Lair

In the heart of the castle, it's getting strange. With his new crossbow in hand, Dirk enters a chamber that makes his head swim. The Impossible Room has doors over all the walls, both right side up and upside down.

Even worse, when you enter a room oriented correctly, you never know where in the room you will end up. Where should Dirk go next?

The Impossible Room: Part 1

How on earth are you to make sense of this tangle of doors? That's where we come in! The Impossible Room exists in two versions: the right side up and the upside down. You have to explore both versions thoroughly to find the entrances to the three levels in this hub.

When you're done, you not only know this room like the back (and front) of your hand, you also have the equipment to survive a plunge to the lava level beneath it.

Monsters

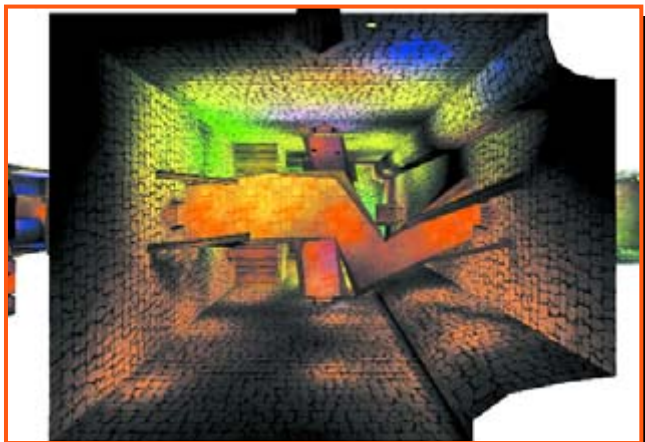
Drakes

Gargoyles

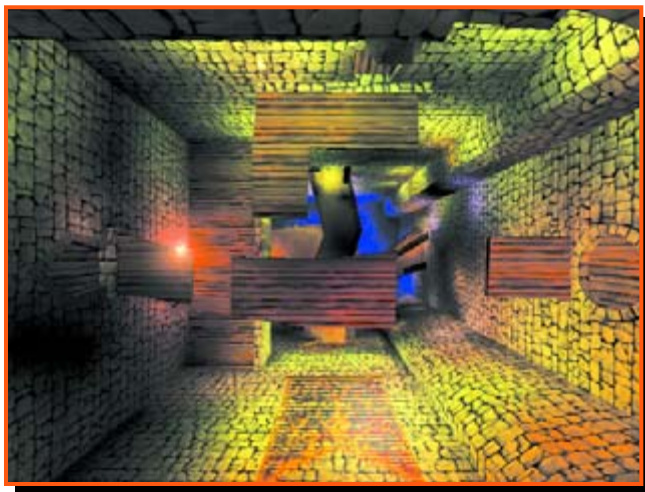
Treasures



x1



Top-Down Map of the Impossible Room
(Right side up)



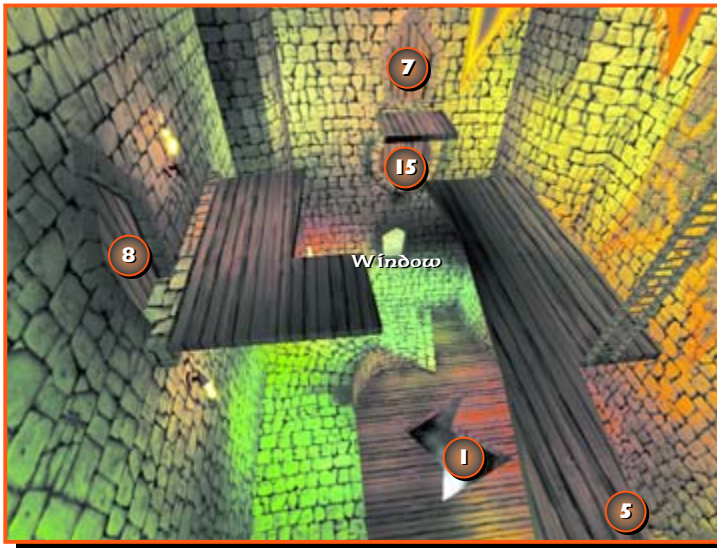
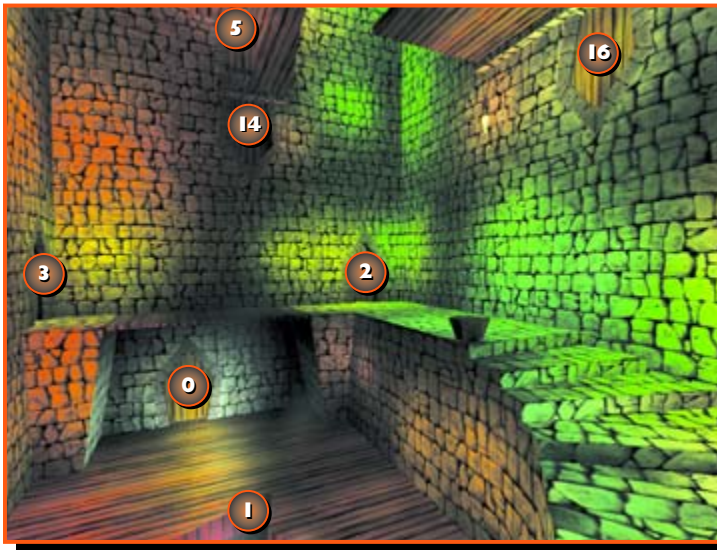
Top-Down Map of the Impossible Room
(Upside down)



Part 2: Return to the Lair

Orient Yourself

Right Side Up



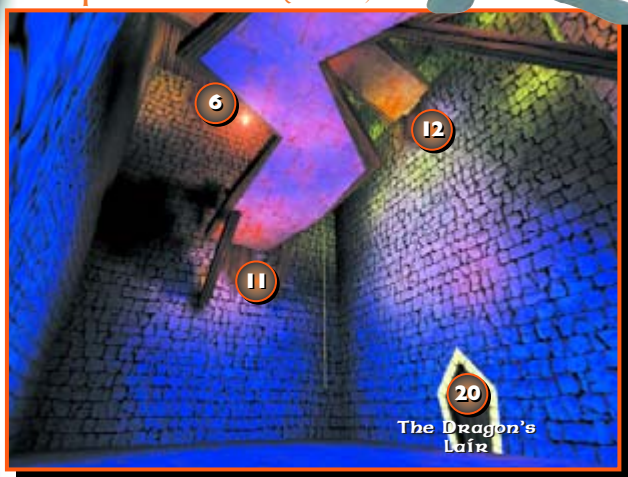
Upside Down



Note - See the following page for the map legend



Upside Down (cont'd)



NOTE — The numbers on the maps correspond to the numbers in the text below.

Paths Between Rooms

- 1 Door 1:** Goes to Lava Corridor Level (must have the Dragon's Scale to enter)
- 2 Door 2:** Exits at Door 8
- 3 Door 3:** Exits at Door 6
- 4 Door 4:** Exits at window
- 5 Door 5:** Exits at Door 14 or into an infinite hallway
- 6 Door 6:** Exits at Door 3
- 7 Door 7:** Exits at Door 13
- 8 Door 8:** Exits at Door 2
- 9 Door 9:** Exits at window
- 10 Door 10:** To secret room
- 11 Door 11:** Exits to Door 16
- 12 Door 12:** Exits at Door 0 (entrance)
- 13 Door 13:** Exits at Door 7
- 14 Door 14:** Exits at Door 5 or into an infinite hallway
- 15 Door 15:** To Castle Sewers level
- 16 Door 16:** Exits into Door 11
- 17 Door 17:** Exits into Door 19
- 18 Door 18:** To Lizard King level (must have the Dragon's Eye to see and unlock door)
- 19 Door 19:** Exits to Door 17
- 20 Door 20:** To the Dragon's Lair (requires the Dragon's Key)

Part 2: Return to the Lair

To get through the Impossible Room quickly, all you need to know is where you are going. The doors to each level off this room are uniquely shaped. Two of the three have requirements that you must meet before you can enter, so you can't enter too soon.

To the Castle Sewers Level



First find the circular door that leads to the Castle Sewers. From the entrance (Door 0), go up the stairs and into Door 2. Door 2 takes you to Door 8 on the second level of the right side up room.



Hop across the gap to the long platform and enter Door 5 to the right, behind the ladder. If you go straight, the corridor behind Door 5 takes you to an infinite-loop hallway. If you turn right, it takes you to Door 14.

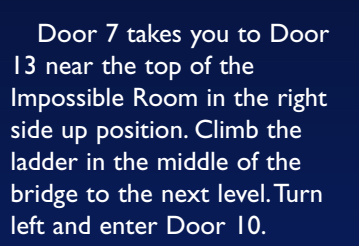
Door 14 is the underside of Door 5 when the room is in the upside down position. You can leap straight across the platforms to the circular Door 15.



Secret Area Alert



Behind one of the doors in the Impossible Room is a secret room with a Mana Container. To get there, take Door 2 to Door 8. Hop across to the long platform in the middle of the room and turn left to enter Door 7, the door above the circular entrance to the Castle Sewers.



Door 7 takes you to Door 13 near the top of the Impossible Room in the right side up position. Climb the ladder in the middle of the bridge to the next level. Turn left and enter Door 10.



The hallway inside looks like a dead end until you spot the eye symbol on the wall. This indicates a secret door that you can see only with the Dragon's Eye essence you got from the Cyclops Worm King in the Castle Sewers.

With this equipped, you see the door in the wall and the Mana Container in the room behind it.

Castle Sewers

Filled with rivers of brackish water and pipes that belch neon green poison gas, the Castle Sewers are home to both Fire Arrows and the Dragon's Eye essence. To get these items, Dirk must protect himself from the advances of Cyclops Worms, Giddy Goons, and the poison-gas breath of Drakes. And then there is the Cyclops Worm King...



Map of the Castle Sewers

Monsters

Cyclops Worms

Drakes

Giddy Goons

Giddy Goon Warriors

Treasures



A flooded room greets you when you enter the sewers. Drain the water by equipping the Dragon's Wing and flying over to the level platform at left.



Once the water has drained, jump down into the main part of the chamber. Defeat the Giddy Goons who appear and attack you, then take the exit at the top of the incline.



Part 2: Return to the Lair



A line of red-painted barrels blocks your progress. You cannot destroy them safely with your regular arrows or sword, so leave them alone. Instead, use your sword to clear the barrels from the hallway entrance at left.

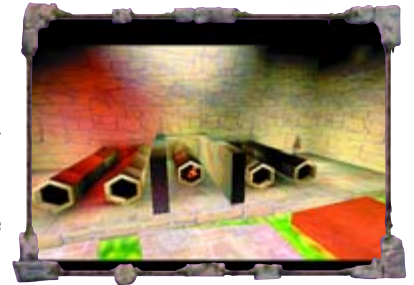


Follow the hallway to the Fire Arrows room, where you find a 3-by-4 square grid surrounded by pipes that shoot fireballs when pressure is applied to the stone tiles. As you enter the room, flames dance across the surface of the tiles, indicating the safe path across.

If you need to see the flames again, step on the hexagonal square on the floor to the right of the entrance. When you're ready, start jumping across the tiles in order. The pipes still shoot fireballs, but you stay ahead of the flames if you follow the tiles in the right sequence.



To the right of the cage holding the Fire Arrows is a red hexagonal button. Step on it, and the cage recedes so you can claim your prize. Fire Arrows not only are more powerful than regular arrows, but they can also be used to detonate the red barrels you found earlier.



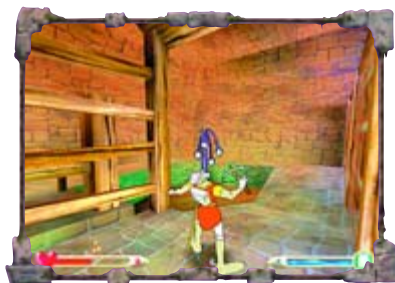
Backtrack to the main sewer pipe and use the Fire Arrows to blow up the barrels blocking your path.



Head through the sewer pipes, trying to avoid damage from the poison gas blowing from smaller pipes in your way. Keep your crossbow or sword drawn to take care of the monsters that lurk around every bend in the pipe.



The sewer pipe opens into a subterranean chamber guarded by Giddy Goon Warriors. Defeat the guards and follow the path to the next pipe. You must defend yourself against a Cyclops Worm and a pesky Drake.



At the end of the road, use your Fire Arrows to detonate the red barrels and reveal a lever needed to open the exit. Pull the lever and exit through the pipe.

The Treasure Hunt



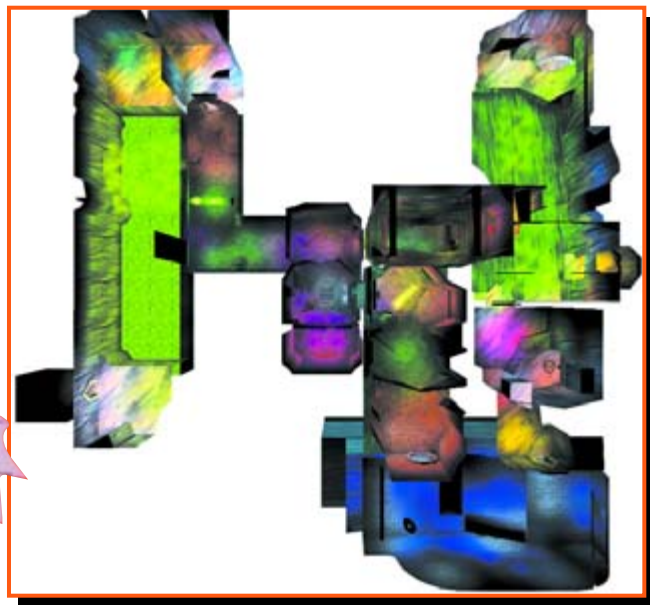
Two treasure items are found near the end of the level. The Bag of Gold is on the ground near the Cyclops Worm. Take care not to get poked as you run by to grab it!



The Goblet is atop a wooden structure, also near the Cyclops Worm. Use the large plank on the back of the structure to boost yourself to the roof. Be careful. The Cyclops Worm can still reach you as you try to climb onto the roof.

Sewer Depths

The Sewer Depths area is partly translated from the original arcade hit. Here you find your second Mana Cell puzzle. The path between cradles is longer and more dangerous than the path you took in the Atrium.



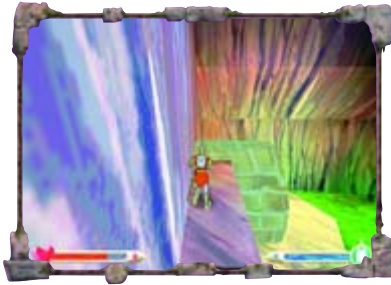
Map of the Sewer Depths

Part 2: Return to the Lair

Monsters

Cyclops Worms
Drakes

Treasures



You start in a room filled with a smoking pool of green poison—definitely not a place to take a dip. In the distance you spy a line of swinging ropes. Use platforms chiseled out of the rock walls to climb atop the sewer pipe entrance, then fly to the first of the swinging ropes.

Using the ropes, swing to the middle platform at the back of the chamber. If your mana is in good supply, you can skip the ropes and just fly to the platform from the top of the sewer pipe.



Use your Fire Arrows to detonate the red barrels on the two platforms next to you and the barrel at the top of the steps across from you. Be careful where you stand so you aren't caught in the blast.

Secret Area Alert



When you detonate the red barrels on the platform to the left of where you stand, the blast opens a hole in the wall. Peek inside for a Heart Container.

Float across the room and up the stairs. As you enter the next room, Drakes attack you. Defend yourself, and then grab the Red Potion from a table beneath the platform by the door.



The next room is the Mana Cell hallway. At this

point in the game, it is water-filled and home to a bunch of ornery Cyclops Worms. The water comes from a waterfall on the top floor. Daphne confirms that there's a way to shut off the water and drain the room—and that's what you have to do to get your hands on the Mana Cell.



Follow the hallway to the next room, dodging the poison gas pipes. Inside, you find a large lake of green ooze and the coordinating Mana Cradle. In the corner of the room between two barrels, you also find the Green Key you need to enter the other room in the main chamber.



Head back through the hallway, past the Cyclops Worms and into the main chamber. Jump across the ooze to the Green Key Door.



The best way to get to the top of this room is to shoot the red barrels at the top of the rock face. The worst way would be to pull the lever. That area is booby-trapped!



Climb up the giant rock steps, taking care not to get pushed off by the Drakes living here. At the top, you enter a room that should look familiar to *Dragon's Lair* fans.



Part 2: Return to the Lair



The secret of survival in this room is the same as in the original game. Keep left as you walk down the stairs. You're safe there when the trap triggers and most of the stairs become a smooth slide. On the other side of the room, exit via a circular door. Don't pull the chain. It brings a flood crashing into the room.



The circular door admits you to a relatively peaceful room where you find an eye switch to shut down the water pouring into the room where the Mana Cell rests. Shoot the eye switch, then head back downstairs and into the Mana Cell hallway.



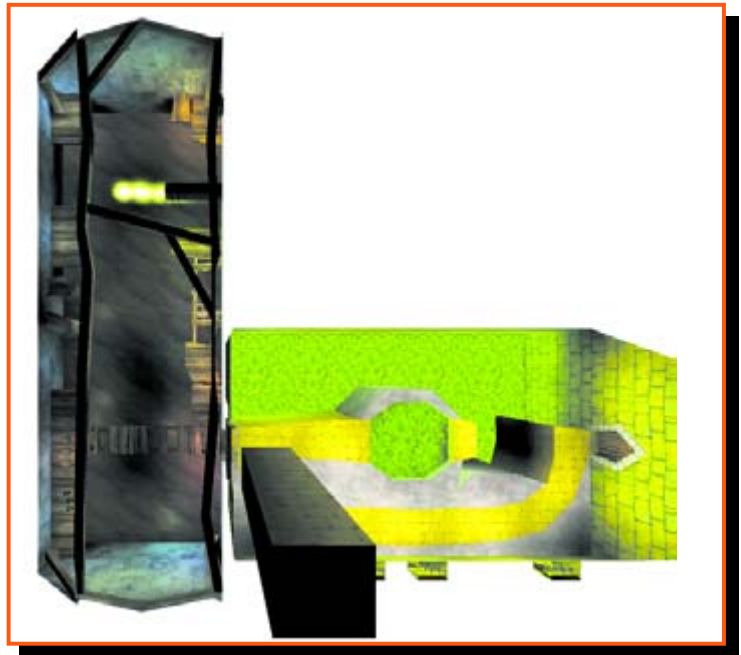
The Cyclops Worms guarding the Mana Cell have disappeared with the water. You can take the cell in safety. Head down the Mana Cell hallway, watching for stray Drakes and the usual gas traps. In the next room, carefully place the Mana Cell in its cradle.



A bridge forms across the long rectangular lake of poison ooze. Run across the bridge and prepare to enter the next segment of sewers. If you're thinking about skipping the bridge and flying across, be forewarned that Cyclops Worms will get you before you fly very far.

Pool Room

The Pool Room, another environment taken straight from the original game, has been recreated so faithfully that the tactics to get through it work just as well as in the original.



Map of the Pool Room

Monsters

Cyclops Worms
Drakes
Gargoyles
Spider

Treasures



x1

x3



When you enter the Pool Room the floor starts to crumble. Within seconds, the right side of the room has fallen away. If you've played the original *Dragon's Lair*, you know to stick to the left side of the room. Roll beneath arrow traps, fend off attacks from Cyclops Worms and overly affectionate Spiders, and try to make it to the door in time.



First, take care of the Drake hounding you at the entrance. Events on the right side of the room don't start until you step away from the entrance. Take out both Drakes in the room if you can.



Run across the left side of the room, ducking into a roll as soon as you can. Projectile traps unfold from the wall as you pass. If you're standing, you almost certainly get hit.



Continue rolling across the room to the exit. As you near the far corner, a Spider jumps off the wall to greet you and latch onto your face. Pry it off with your sword and rush to the exit door.



The door is booby-trapped as well with concrete blocks that start to collapse as the door opens and closes. If you get to the door early enough, you avoid the trap. If not, roll through the door as it starts to close.

The next room is the antechamber to the Cyclops Worm King's lair. It's rectangular and filled with rickety bridges and brackish water. The door to the Boss room is beneath the water level. Your first order of business is to find a way to drain the room.

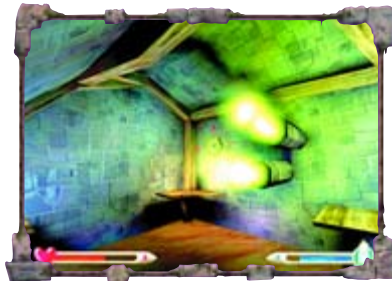


An eye switch is on the other side of the gas-shooting pipes. Equip the Dragon's Wing and start across the rickety bridge to the right of the entrance. When the bridge breaks under your feet, jump up and grab the swinging rope.

Part 2: Return to the Lair



Jump off on the platform by the gas pipes, and fly across the room to the platform opposite you.



Either get a shot off from that platform or fly to the corner platform directly opposite the eye switch. Shoot the eye with an arrow to drain the water.



Using the Dragon's Wing, float down and draw your sword. Take out the two Gargoyles who appear in the center of the room, but watch out for the Chattering Skulls coming from the large pipes nearby.



In a large grate directly beneath the room's entrance, you find a Gold Key that unlocks the door to the Cyclops Worm King's lair. Shoot the eye switch above the grate and the grate covering it opens. Retrieve the key and enter the Cyclops Worm King's room.



Secret Area Alert



Across from the grate holding the Gold Key lies another grate with a Mana Container inside. Find the switch that opens the gate over the grate.

Check out the two grates on the opposite side of the room. One holds the necessary lever, but it's protected by bars. Charge up a Whirlwind attack, and the force trips the switch for you. Now you can recharge your mana bar before you enter the Boss's room.

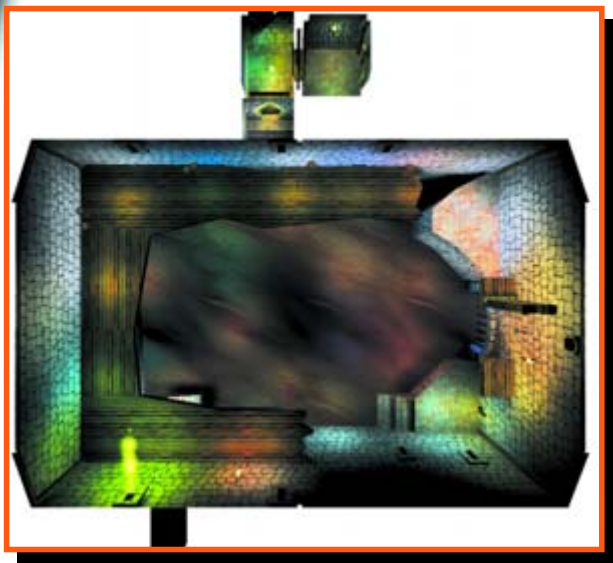
The Treasure Hunt



In the Boss's antechamber, first pick up the three Bags of Gold lying in the open on the other side of the bridge. Getting to the treasure is easy. But when the bridge collapses as you walk over it, you have to rely on the Dragon's Wing to get you back.

Cyclops Worm King

The Cyclops Worm King is basically just an oversized eyeball. But he has a lot of support from his snaky subjects.



Map of the Cyclops Worm King

Monsters

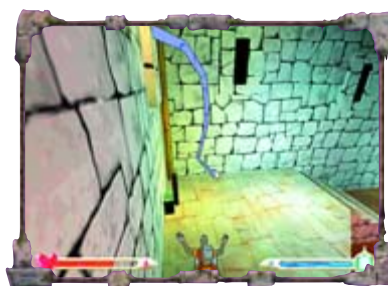
Cyclops Worms

Cyclops Worm King

Treasures

None

If you know what weapons to use and where to stand, you can master this level. First, free the Cyclops Worm King from his cage. There are three switches in the room. Trigger the one on the platform to the right of his cage first. Follow the balcony around three sides of the room to get to the second. The third is in the cage in the room's corner.



Once the Cyclops Worm King is free, he calls upon other Cyclops Worms to help him in battle. These worms spring from the murky water on the floor and from slits in the room's walls. The majority of your damage is likely to come from these tentacles rather than from the eye itself.

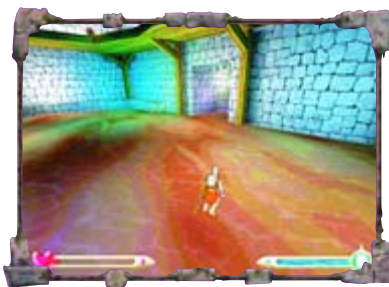


Part 2: Return to the Lair



The strategy is a two-pronged attack. First, shoot your foe with an arrow. While he's stunned, run over and slash him with your sword. Use Fire Arrows. Normal arrows only make him blink his eye in confusion.

The next problem is where to stand. Cyclops Worms are fierce defenders of their King, appearing everywhere and lashing out constantly. You need a vantage spot out of reach of the tentacles. The inside corner of the first lever platform has an unobstructed view and is easy to access after each attack round. Most important, it's out of range of the Cyclops Worms.



Four or five hits should defeat the Cyclops Worm King. Once he's conquered, the gate to the Dragon's Eye opens, and you can claim your reward. The Dragon's Eye allows you to see hidden doors and passageways. When you see eye symbols on the walls, equip the Dragon's Eye essence and see what it reveals.

Impossible Room: Part 2

Back in the Impossible Room, you need to find the hidden entrance to the Lizard King's level. The cloaked door to this area can only be found with the Dragon's Eye.



Head back up the stairs and into Door 2. Follow the earlier path to the door of the Castle Sewers (Door 2 to Door 8; Door 5 to Door 14), but this time equip the Dragon's Wing and float lightly down from the center of the long platform to the walkway running perpendicular beneath it. When you land on the correct walkway, Daphne alerts you that you are near the Lizard King's room. Equip the Dragon's Eye, and the door to the Lizard King appears.

The Lizard King

This labyrinthine level is home to the greedy little Lizard King. If you've played the original *Dragon's Lair*, you may remember this Boss. Much from the original game has been re-created here, including the Pot of Gold chase scene.

Monsters

Drakes

Treasures



As you enter the Lizard King's level, Daphne

warns you that the Lizard King is running about. But where? If you equip the Dragon's Eye, you see him, scepter in hand.

Don't get too close lest he bop you on the head. Eventually he runs away and sequesters himself in his locked treasure room. To get to him and the Dragon's Key, you must find a way into that room.



The Dragon's Eye helps you find a secret door into a maze—a section filled with twisting hallways, deadly dead ends, and treasures and secrets galore. At the end you find what you seek:

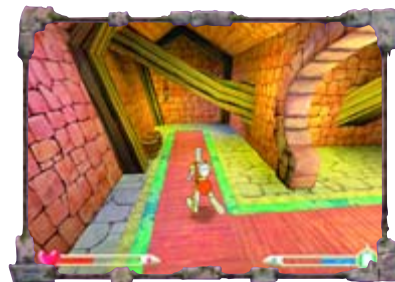
the key to the Lizard King's treasure room.

The Maze

You travel the maze twice to complete this level. The first time through is a search for the Gold Key needed to open the Lizard King's hiding place. The second is part of the battle sequence with the Lizard King. On the first tour, get the lay of the land and get rid of the Drakes that live there.

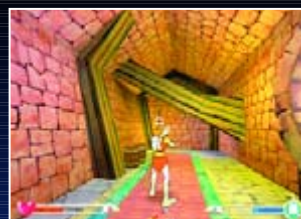


Numerous dead ends may or may not be booby-trapped. The traps are the sort that cause instant death, so it is up to you whether or not to investigate.



A couple of dead ends aren't booby-trapped. Instead, they contain treasure-filled secret rooms.

Secret Area Alert



The first secret area is in the dead end of the first T-junction in the maze. You see a burned-out torch on the wall. Light it with a Fire Arrow, and a door appears. Inside, you find both treasure and a Heart Container.



As long as you follow the carpet runner, you should find your way through the maze without incident. The first set of hallways ends in a dead end. But an eye symbol is etched on the wall, so equip the Dragon's Eye essence. You find a switch to open the second part of the maze.

Part 2: Return to the Lair



Pick up the Blue and Red potions on this table as you pass by. When you enter the next hallway, turn left and pick up the Gold Key in the room at the end of the hall. Grabbing it unlocks the door that takes you back into the level's main room.



Key in hand, head back into the hallway and go right. At the end you find the maze's final T-junction. Go left and exit the maze through the Lizard King's other treasure room.



Secret Area Alert



The second secret room is at the dead end of the last T-junction near the maze's end, behind a door that can be seen only with the Dragon's Eye. Inside, you find a treasure chest and a Mana Container.

The Chase

Use the Gold Key to open the door to the Lizard King's hiding place in the middle of the rotunda. As soon as you walk in the door, the King's enchanted Pot of Gold steals your weapons and takes off. The Lizard King follows suit, trying again to bop you on the head with his scepter.



Chase the Pot of Gold into the maze, running at top speed to keep up with the enchanted beast and out of range of the Lizard King's scepter.



Beams fall, walls crumble, and support columns topple as you run by. If you stay on the heels of the Pot of Gold, nothing should block your path.



At the end of the maze, a door locks behind you. To attack the Lizard King, you have to get your sword back from the Pot of Gold. Corner him or simply crowd around him, and take it back.

Now turn your attention to the Lizard King. He's not difficult to beat, but the Pot of Gold constantly helps him out by stealing your sword when you get a good hit in. When you defeat the King, the Pot of Gold goes with him.



The grate protecting the Dragon Key recedes, allowing you to claim it. Taking the Dragon Key opens a path to the exit. Grab all the treasure on the floor as you leave.



The Treasure Hunt

A tenth of the entire game's treasure is in the Lizard King's level. Most of it is hidden away in secret areas in locations you don't spend much time in, so be on your toes if you want it all.



The first bunch of treasure is in the first secret area at the T-junction at the beginning of the maze. A Diamond lies in the corner, near the Heart Container.



In the second secret area, behind a hidden door that you can only see with the Dragon's Eye, lies a treasure chest with a Goblet and a Diamond.



You find other treasures in a chest in the Lizard King's Treasure Room. You have only one shot at this Goblet and Gold, so sweep them up before running after the Pot of Gold.



The locked treasure cage near the level's exit has the last group of treasures. To open the cage, defeat the Lizard King and grab the key to the Dragon's Lair.

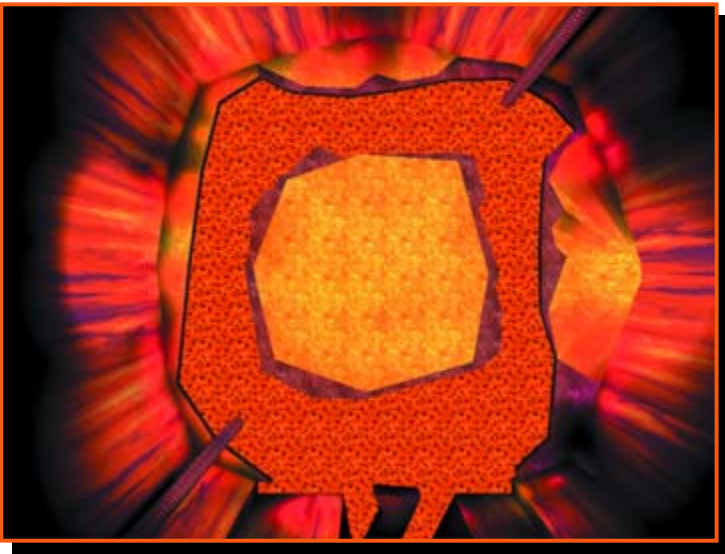
Impossible Room: Part 3



With the Dragon's Key in hand, move on to face Singe in the Dragon's Lair. The door to the Dragon's Lair is the easiest to find. Just take Door 2 to Door 8, Door 5 to Door 14 back to the upside down version of the Impossible Room, and float to the ground floor. The door to the Dragon's Lair is the only one down there.



The Dragon's Lair



Map of Singe's Lair

In the original game, this spot marked the end of the game. To your right is Singe the dragon; to the left is Princess Daphne in her glass cell. Defeat one and rescue the other. What could be simpler?

As in the original, you must defeat Singe to get the key to Daphne's cage that hangs around his neck. But first you have to get the magic sword in another part of his lair. When Singe wakes, you must chase him through the lair to get to the sword first.



The chase is straightforward: Run down the long corridor, dodging obstacles. Singe follows behind, toasting your posterior with fiery breath and fireballs.

Dodge the lines of barrels in the first section. It's easier and quicker than trying to jump over or plow through them.



Next, dodge jets of fire coming from the walls in addition to the ones coming from Singe.



Keep your path as straight as possible across this narrow bridge, even if it means taking shortcuts across the wooden scaffolding.



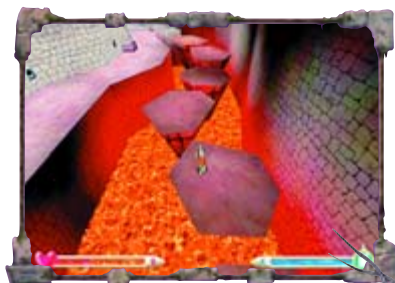
In the next section, the ground starts to fall away at your feet. Run fast, or fall into the cracks.



Past the crumbling corridor is your next challenge, a narrow, serpentine bridge. No obstacles confront you on this bridge except the ones you create yourself. Slow down

a bit, lest you accidentally lose your footing on a sharp curve and slip off the bridge.

After the bridge, leap across a series of platforms. Singe runs along the walkway beside you, still flaming you with his breath.



When you see growing piles of Gold, you've come to the end of the chase and the start of the big battle with Singe.



Singe's weak spot, as Daphne reminded you early on, is his belly—a tough spot to reach without getting in range of dragon claws. The trick is Dirk's new sword and its magical power.

This sword temporarily soaks up the power of a fireball attack, allowing its bearer to fling the fireball back at the sender. Getting hit with his own fireball stuns Singe long enough for Dirk to close in and attack Singe's belly with his sword.



Auto-target Singe and then prepare to block the fireball. When your sword sucks up the fire, swing it to reflect the fireball back at Singe. The fireball connects, stunning Singe long enough for you to slash him with your sword. Then run for your life!



The battle with Singe is long and tiresome unless you understand what triggers Singe to perform certain attacks.

First, Singe's basic attack is a burst of fire breath that sweeps from one side to the other, torching everything in its path.



Part 2: Return to the Lair



If you get too close, prepare to be mauled by Singe's sharp claws! If you run out of the range of Singe's breath, take care not to be stomped by his giant feet or swept away by his scaly tail.

The fourth of Singe's attacks, the all-important fireball, can be triggered only by surviving or dodging his breath attack at close to mid-range. Running around the flame puts you too far away. You must duck under the flame.



Stand in front of Singe, just beyond the reach of his claws. When he rears his head to start spewing fire, get ready to run under his chin while he torches the arena.



Don't get too close to his scaly body, or you'll get hurt. But don't run too far away, or you run into the flame itself.

The easiest way to handle this battle is to auto-target Singe. This keeps you in good position while allowing you to make a perfect parabolic loop under his chin and beneath the flame.



You can tell when Singe is about to start blowing flames when he swings his head back. Move to the opposite side of the attack's starting point.

When Singe starts to breath flames, run forward and scoot under the dragon's snout. Then back up around the other side. Voilà!



You have plenty of time to perfect this technique while fighting Singe. Each time you successfully attack Singe with the fireball/sword combo, he adds another fire breath attack to the sequence. To



get him to spit out a fireball a second time, you have to survive two fire breath attacks in a row. Because it takes six hits to defeat Singe, you have to dodge six fire breath attacks in a row. Good luck!

Obviously, patience is a virtue in this battle. After each attack round, heal yourself. The Dragon's Spirit essence provides a good backup in case of a misstep, but refill your mana bar at the end of each attack round if possible to make sure this essence can heal you automatically in battle.

Hollow's Tower

Once Dirk learns the truth behind Daphne's capture and Mordroc's villainy, he must battle the embittered Hollow. Hollow transports Dirk to the top of one of the castle's towers and gives him enough time to heal himself before the attack.

Monsters

Hollow

Treasures



Hollow can change shapes, alternating between his usual Evil Dirk form and the forms of the castle's more common monsters. When you defeat one form, he changes to another until he runs out. The sequence of shape changes is as follows:

1. Evil Dirk
2. Giddy Goon
3. Evil Dirk
4. Suit of Armor
5. Evil Dirk
6. Drake
7. Evil Dirk
8. Gargoyle
9. Evil Dirk



Before the battle begins, restore your health with the orbs on the other side of the battlefield.



The Evil Dirk form that Hollow assumes is the most difficult of the forms to defeat. Evil Dirk is very adept at blocking your attacks and even better at pulling off Whirlwind attacks.



You must be equally crafty, dodging his blows and waiting for him to let down his guard.

Still, it's an easy battle, compared to the battle with Singe.

At the end of battle, you win the Dragon's Scale. This item gives Dirk extra defenses against the extraordinary heat of flames and lava. You can jump into the lava level beneath the Impossible Room and proceed to the next castle section. Be careful: The Dragon's Scale uses mana heavily. Keep restocking your mana bar while using this, or you'll run out of both mana and protection.



The Treasure Hunt



Don't let the fighting distract you from treasure hunting. As you duck and weave, look for a Diamond on the ground near where you found the Red and Blue potions.

The Lava Domain

With the Dragon's Scale essence equipped, jump down that fiery hole in the middle of the Impossible Room's floor. When you land, Daphne gives you a timely warning: Your newly enhanced armor cannot protect you from molten lava. Remember that as you cross the Lava Domain to get to the next part of the castle.

Monsters

Fire Cyclops Worms

Fire Drakes

Treasures



x1

Part 2: Return to the Lair



Map of the Lava Domain

Caution — Keep the Dragon's Scale essence equipped during your time in the Lava Domain, or you take a rapid, steady stream of damage. The Dragon's Scale uses mana quickly, so keep a close eye on your mana bar and grab as many Mana Cells as you can.



As you enter the Lava Domain, a band of Fire Drakes attacks you. These beasts do not, as one might guess from their name, breathe fire. They prefer to ram you with their blunt snouts and knock you to the ground—an act that inflicts a surprising amount of damage.

In close quarters such as these, you cannot afford to have Fire Drakes harassing you and threatening to push you into the lava. Wipe them out with your crossbow and fire arrows before you start across the lava river.

As you start down the stone bridge, a section crumbles away into the lava. Avoid this risk by jumping over to get the Mana Cell on the platform beside the bridge.



To the right of the stone bridge, a line of platforms leads to a Heart Container. Jump over there and get it!

Two dangers await at the end of the bridge: a Lava Cyclops Worm and a small, spouting volcano. Defend yourself from the Lava Cyclops Worm until the volcano stops spouting super-heated air, then jump over to the platform in front of the door.



Lava Geysers

The Lava Geyser level also requires the Dragon's Scale to traverse safely. A large mana orb at the entrance of the level refills Dirk's mana bar completely. You're good to go—for a short while.

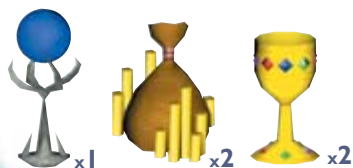


Map of the Lava Geysers

Monsters

Fire Drakes

Treasures



In the Lava Geyser area, head to the area around four bubbling lava pits. These mini-geysers occasionally spurt out jets of steam so hot that even the Dragon's Scale can't protect Dirk. Step back when you sense one is about to blow!



Secret Area Alert



As you make your way past a group of bubbling, spurting lava pits, you see a tall stalagmite sticking up from the lava at left. When you pass the last lava pit, jump to the walkway hidden by the stalagmite and follow it to a Mana Container in a tucked-away alcove.



Part 2: Return to the Lair



Hop over the last mini-geyser, then up and over the bridge. Watch for a couple of Fire Drakes. Shoot them with your crossbow before they swoop down and knock you into the lava river.



The pathway leads you to Geyser Galley—a series of powerful lava jets that shoot their rocky tops high into the air. Time your jumps to land on the circular tops, and ride them to higher platforms along the riverbanks.



Climb the ledge to the final level, grabbing all the Mana Orbs to refill your mana bar.



At the final platforms, a couple of Fire Drakes start harassing you. Deal with them easily with the crossbow and Fire Arrows. If you find that you're running low on mana, however, hop up to the exit as soon as you can.

The Treasure Hunt



Treasure in the Lava Geysers area lies mostly in the open. Look for two crusted-over geysers on either side of the lava bridge. You find the two Bags of Gold and one of the Goblets near the old geyser to the left of the bridge, and the second Goblet near the one to the right.

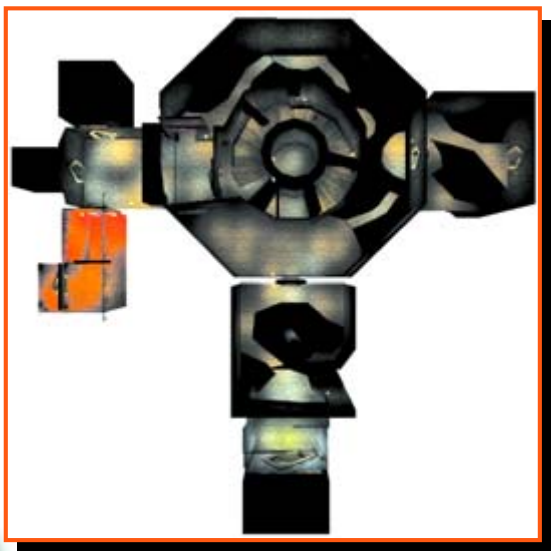


Part 3: The Deep, Dark Caverns

With the Dragon conquered and the truth behind Mordroc's tricks revealed, Dirk ventures even farther into the dark recesses of the castle, past the Lava Passageways and into the Dark Caverns. Three large sections lie between you and the final confrontation with Mordroc. Hold on, Daphne! We're coming!

The Dark Caverns (Part One)

The Dark Caverns are the hub of this final part of the game. Here you find the entrances to the Armory, the Lair of Thorns, and the final Gauntlet that leads you to Mordroc.



Map of the Dark Caverns

Challenges are fast and furious. If you think you have this game licked, think again.

Monsters

Spider Warrior

Suits of Armor (Silver)

Treasures



The exit from the Lava Geysers drops you at the bottom of spiraling stairs, facing a large Spider Warrior. Draw your sword and dispatch the arachnid before climbing the stairs.

Secret Area Alert



At the top of the stairs, a couple of low steps in a corner opposite the door seem to lead into the wall—and the wall doesn't quite reach the ceiling. Walk up the steps and hoist yourself onto the wall. You're now on a ledge looking into the center part of the spiral staircase. Use the Dragon's Wing to float down to the bottom and grab the Heart Container that awaits you. Use the handy ladder inside to get back to the top of the staircase.

At the top of the staircase, a door leads into the main room of the Dark Caverns and the Armory entrance. Unfortunately, three Silver Suits of Armor guard it. Bump off the Suits, then enter the Armory through the door at right.



Smithee Forge

The Armory is the home of the Smithee Statues. These men of iron remain inert until Dirk does something to get their attention—such as play with the mystical forge fires, walk by a Statue, or activate a switch. What separates Smithee Statues from Suits of Armor (other than their Neanderthal appearance) is that they are resistant to everything except magical fire.

You cannot just throw Fire Arrows at them and hope for the best. Until you get the Dragon's Flame essence, you must rely on the Magic Flame forges scattered throughout the Armory's levels.



Daphne calls your attention to the magical qualities of the fire found in the forges throughout the Armory. If you dip your sword in this forge, it absorbs fire for a short while.



Map of the Smithee Forge

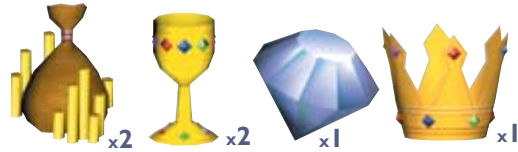
Monsters

Fire Drakes

Smithee Statues

Suits of Armor (Silver)

Treasures



As you enter the Smithee Forge, you find yourself in a sealed corridor, empty of everything—most notably an exit—except a few barrels and a switch. Examine the far wall closely. It doesn't quite seem to fit. Light shines through the sides where it doesn't connect to the side walls. Hmmm....



Use the sword to activate a switch by the strange wall. A circular window opens in the top part of the wall, revealing an eye switch guarded by two Fire Drakes.



Eliminate the Fire Drakes, using your sword or your crossbow. Be careful not to accidentally hit the eye switch. First, Dirk must be out of the way, because when you do hit the switch, the wall falls away.



The place where the circular window lands is the only safe place in the room. Fortunately, that spot is illuminated by a spotlight. Make sure Dirk is standing in the middle of the spotlight before you hit the switch. (It's the best spot to aim for the switch, anyway.) If Dirk is anywhere else when the wall falls, he's squished.



Once the dust clears, proceed into the main hall of the Armory. This two-story room is filled with machinery and forges of Magic Flame. A series of platforms above Dirk's head can be pushed together to form a catwalk to the doors on the second level. Your task is to find the switch (or switches) that do that.

First things first. The platform machinery gears are blocked with a piece of wood. Use your sword to free the gears.



The first switch is in the niche opposite the gears. Activating this switch opens a door off a small hallway east of the main hall. It also makes the Smithee Statue in the room come to life.

After you activate the first switch, run over to one of the two forges and dip your sword in the Magic Flame. It's the only thing that can damage the Smithee Statue now stalking you. Use your bare sword to stun it momentarily while you get to a forge. It takes two hits with a Magic Flame-enhanced sword to destroy a Smithee Statue.



Tip — As long as you're in the Armory, make a habit of scoping out the locations of these all-important forges when you enter a room. You need to know where to go to arm your sword against a Smithee Statue.

Part 3: The Deep, Dark Caverns



Once you've taken care of the Smithee Statue, tackle the room you unlocked. As you enter, a cutscene shows the next switch receding from view behind an iron-reinforced shield after a draft blows out some torches. This is a clue to what you need to do next.

But first, get rid of some enemies. The two Suits of Armor guarding the switch are quickly joined by two Fire Drakes from a recess at the top of the room.



After defeating the first set of enemies, run out of the room and load up your sword with some Magic Flame. Then continue to the torch puzzle. Another Smithee Statue guards the three torches you need to light. Worse yet, the forge in the room has burned

out. If possible, use the Magic Flame from the main hall to relight the forge before taking on the Smithee Statue.

Each torch stays lighted for about 10 seconds while you try to light the other two. If you try to carry fire in from the main hall, you can light only two of the three torches before you run out of time and fire. Your Fire Arrows can light the torches, but they won't work against the Smithee Statue that is trying to keep you from uncovering that switch. Solution: Relight the forge with Magic Flame first, then attend to the Smithee Statue and the torch puzzle.

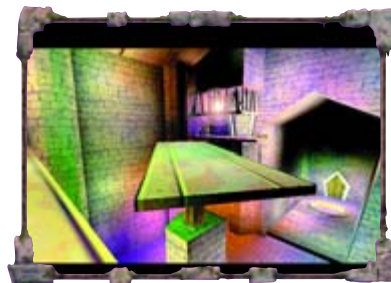


When all three torches are aflame, a gate covering the switch opens. This switch continues the platform machinery process you started earlier. It also opens a door in an alcove at the top of a flight of stairs next to it.

Climb up the ladder and go through the alcove door into a caged platform overlooking the main hall.



In the corner of the platform is a lever. Pull it to open the cage and set the rest of the catwalk into place. Now hop across to the bridge and enter the rest of the Armory level through the doors on the second level of the main hall.



Your next stop is the Rolling Balls section. Enter the door at left. This eventually takes you to the Blue Key you need to open a locked door leading to the level's Boss.



The Treasure Hunt

Six pieces of treasure are hidden in this section. Three are easy to find. The others require a sharp eye and an adventurous spirit.

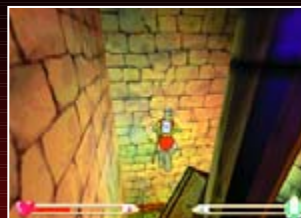


Two bags of Gold are located at the edge of the caged platform overlooking the main hall.



One of two Goblets can be found on a ledge across from the Gold. Use the Dragon's Wing to float there.

The Treasure Hunt (cont'd)



The other Goblet is hidden atop the forge hood in the corner of the main hall. Jump from the platform by the door to the locked chamber and try to catch it on your way down.



The Crown is hidden in a niche in the torch hall. Climb the ladder to the alcove, and then fly to the end of the room. The niche is to your right.



The Diamond is well hidden on a ledge to the left of the door leading to the torch puzzle room. Jump from the catwalks in the main hall and fly beneath them down the hallway to the ledge.

Rolling Balls

The Rolling Balls room, a memorable room from the original *Dragon's Lair*, pits Dirk against a giant rolling black ball in a race down a rainbow-colored tunnel filled with smaller rolling balls.



Map of Rolling Balls



Part 3: The Deep, Dark Caverns

Monsters

Fire Drakes

Fire Giddy Goon Warriors

Suits of Armor (Gold)

Fire Giddy Goons

Smithee Statues

Treasures

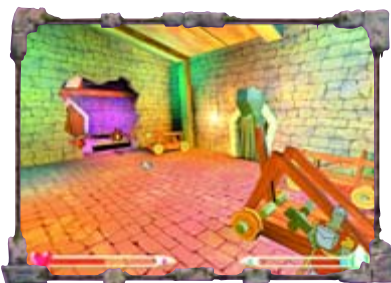


Upon entering, you're immediately set upon by a Mace-wielding Suit of Armor. Defeat this Suit of Armor, but don't accidentally trigger the catapult next to you.

Head over to the armed catapult, but before you trigger it, climb up on the shelf over it to get the Health and Mana potions stored there.



By now you should be itching to leave this chamber. Use your sword to hit the switch on the catapult. This releases the boulder and opens a hole in the far wall. Be prepared to face a couple of annoying Fire Drakes.



Nothing of value is in this room, so exit through the door and into the hallway. Watch out for Fire Giddy Goons and other surprises around corners.

At the end of the hallway, you find a room with four Smithee Statues and, in the center, a fire pit of Magic Flame.



As you enter the room's center, the Smithee Statues come alive one by one and attack you. Use the pit of Magic Flame to charge your sword and to act as a barrier between you and the first Smithee Statue. When one is defeated, the next one comes to life. This continues until you've defeated all four. Only then will the room's exit unlock.



Tip – Did you notice that some ducts are lighted and some aren't? Light the darkened ones with Fire Arrows, and they open to reveal some rare treasures. Be sure to grab the Mana Container.



Another twisting hallway separates you from the Rolling Balls corridor. Watch out for enemies in the rafters.



The Rolling Balls at last! This room looks more daunting than it is. The smaller rolling balls crumble if you run into them (or if they run into you). That slows you down a bit and inflicts some damage. If your health bar is in good shape, however, you should be able to survive a crash or two.

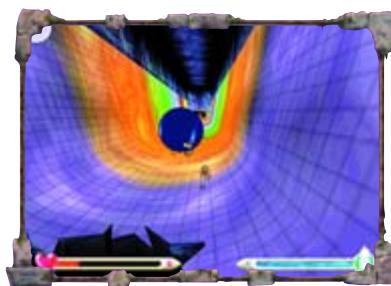
The strategy is to run as fast as possible down the hall, avoiding the smaller balls until you reach the end. Keep to one edge of the hall or the other to avoid a pit at the end. Otherwise, prepare to jump.

Here's the drill.



As you start running, a large black ball drops down behind you.

Running into the smaller colored balls hurts. Doing it too many times can do Dirk in.



Keep to the left or right to avoid a large pit at the end, or leap over it. Once over the pit, you move automatically to the next section of the Armory, the Smithee Gauntlet.

The Treasure Hunt

If you paid attention to the tip above, you should have found all three pieces of treasure in a neat pile. They are hidden in one of the two unlighted furnaces in the room with the four Smithee Statues.



Light the furnaces, and you find a trove of treasure.

The Smithee Gauntlet

Next, we're off to the Gauntlet. You must make it through a line of automated hammers before facing off against another group of Smithee Statues. The Gauntlet is a piece of cake compared to the Smithee Maze that follows it.



Map of the Smithee Gauntlet

Part 3: The Deep, Dark Caverns

Monsters

Fire Drakes

Smithee Statues

Treasures



The Smithee Gauntlet begins with line of hammers that Dirk must cross to reach the exit. Each hammer pauses after the third strike, giving Dirk time to run past.



In the second room of the Gauntlet section, Dirk must defeat a group of three Smithee Statues and then light the three furnaces in the room. When all three are lighted, the door to the Smithee Maze opens.



As an extra challenge, a Fire Drake pops out of each furnace when it's lighted. Try to ignore them until you've lighted all the furnaces.



The Treasure Hunt

You should have no problem finding the two bags of Gold lying in plain sight.



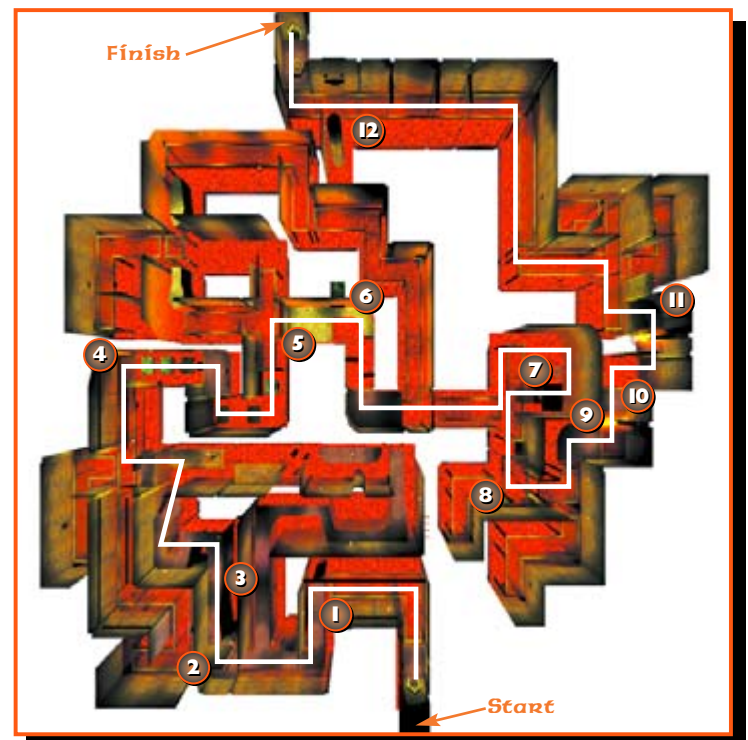
The first lies on a platform just after the first automated hammer. Jump over and grab it.



The second is easily forgotten in the hustle and bustle of the furnace room. Once you've defeated the Smithee Statues and relighted the furnaces to open the exit, look for this bag sitting on a shelf.

The Smithee Maze

As you enter the room, the clock starts ticking down. You have three minutes to make your way through this mammoth maze before it is flooded with lava. Along the way, you have to dodge the unwanted advances of Fire Drakes and other hindrances. It is possible to get out with all of the treasures, but it takes patience and hand-eye coordination.



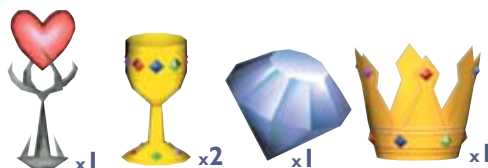
Map of the Smithee Maze

Monsters

Fire Drakes

Smithee Statues

Treasures



NOTE — The numbers in the text below refer to the numbers on the maps.

The map above shows two paths through the Smithee Maze: the long one and the short one. The long one is fraught with traps and enemies and contains no treasure. It's also difficult to traverse in three minutes—especially if you get detained by a trap or enemy. Take the short path. It's still full of traps and enemies, but at least you have more time to grab all the hidden treasure.

Take a deep breath and get ready to go.

TIP — Don't get hung up on defeating enemies—you don't have time. Dodge their attacks and ignore them. You have to run all the way to make it to the exit on time, so you should be able to just sprint right by most of them.



1 Take off at a run from the entrance. Go wide around the first corner to avoid a Fire Drake lying in wait. At the next corner, either hug the far side of the path or duck and roll to avoid a battering ram that flies out from the left.



2 If you had time to use the Dragon's Eye, you'd see a hidden door in this wall. Take our word for it and run through the wall. It's one of two hidden shortcuts.

3 As soon as you pass through the wall, draw your sword and destroy the barrels blocking your path. On the opposite side is the first piece of treasure: a Goblet.



4 If you turn back toward the catwalk as you ride this first moving platform, you find another catwalk beneath it. If you have at least 2:30 left on your time, follow the catwalk to a Heart Container. You must run at top speed both there and back to catch the platform again before the lava level rises to cover the grate.



Part 3: The Deep, Dark Caverns



the Dragon's Wing and fly through the wall. That's shortcut number two.

- 5** Two series of moving platforms later, you're at another crossroads. Again, if you had the time to equip the Dragon's Eye, you'd find a secret passage through the wall to the right of the catwalk. It's there, so equip

- 6** Fly toward the block that pushes in and out of the wall and snag the Diamond atop it. Backtrack to the platform ahead of the block and grab the Goblet.



- 7** Head left down a long hallway until it dead-ends. To grab the last piece of treasure, turn left and fly around the column. On the way back you find a platform with the Crown.



- 8** Crown in hand, land and head left. As you draw near, the Smithee Statue at the end of the path comes to life. Ignore it and round the corner to the left, zigzagging toward a wall of flame in the distance.



- 9** Without breaking stride, change to the Dragon's Scale and dodge through the wall of flame. The fiery wall prevents the Smithee Statues from following.

- 10** Change back to the Dragon's Wing and fly over the pool of lava.



- 11** Equip the Dragon's Scale a second time for another plunge through a wall of flame. You are only seconds from the exit.

- 12** Head down the final hallways, dodging Fire Drakes and rolling under the battering rams until a fallen pillar blocks your path. You should see it falling far enough ahead to be able to change back to the Dragon's Wing without stopping. Fly over and around the pillar and into an alcove on the other side.

Grab the Blue Key and run out the door before time runs out. The Smithee Maze exits into the second floor of the main hall of the Armory, so you won't have to walk far to use the Blue Key.





TIP — If you decide to travel through the maze without our guide, keep these hints in mind:

- All dead ends have fatal traps.
- All passageways leading to dead ends are marked with red or green torches.
- Save your progress often, so you don't have to repeat the maze from the beginning.

The Master Smithee

At last we come to the Master Smithee, keeper of the Dragon Essence, the Dragon's Flame. If you've played the original *Dragon's Lair*, this battle should be familiar.

Before entering the Boss's lair, equip the Dragon's Scale to protect yourself against rings of flame.

Monsters

Master Smithee

Various animated weapons

Treasures

None

As you enter the Master Smithee's lair, flame surrounds you and you're attacked by magically forged weapons from a nearby weapons rack. Block the weapons with your sword, or just dodge them. The enchanted anvil is not easily defended against. Use the Dragon's Scale to protect yourself from the ring of fire to let you jump out of it.



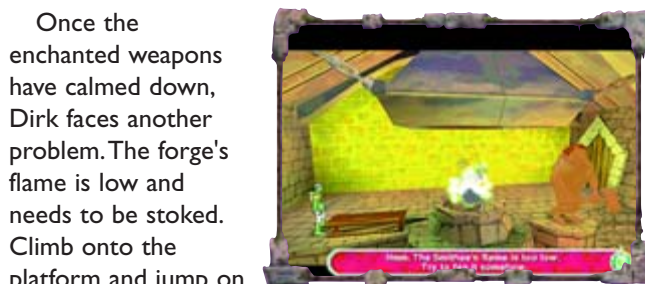
The entrance to the Master Smithee's chamber.



Use auto-targeting to help you block the onslaught of enchanted weapons.



Without the Dragon's Scale, you'd be burned to a crisp if knocked into the fire.



Once the enchanted weapons have calmed down, Dirk faces another problem. The forge's flame is low and needs to be stoked. Climb onto the platform and jump on the bellows to fan the low flame.

After you re-kindled the forge, the Master Smithee comes to life and attacks. A creature of habit, the Master Smithee always performs the same two attacks in a row. First he smashes the ground with his giant axe, creating an earthquake-like tremble that can knock you off your feet. To foil this attack, jump up when the axe hits the ground.

Part 3: The Deep, Dark Caverns



If he's caught by it, the earthquake attack momentarily stuns Dirk, giving the Master Smithee an opportunity to draw close and attack for real.

The Master Smithee's second attack is a basic axe slash. It does a lot of damage, but you can dodge it easily if you aren't recovering from the shock of the Smithee's first attack.

Like the other Smithee Statues, the Master Smithee can only be damaged by Magic Flame.



You can use either of two forges in the room (you just have to fan the flame on the second one). The best time to attack the Master Smithee is between his two attacks.

Light the forge at the bottom of the room immediately. This gives you two sources of Magic Flame—a great aid in your battle against the Master Smithee.



While the Master Smithee slowly draws near your position, dip your sword in the Magic Flame and attack.

When you get in a hit, the Master Smithee shuts down momentarily and his enchanted friends leap up to attack you. Dodge or block

their attacks while getting into position for your next round with the Master Smithee.

It is easy to get hit by the Master Smithee's enchanted weapons. Don't get so caught up in the excitement of hitting the Smithee that you forget them.



It takes five sword hits of Magic Flame to defeat the Master Smithee. Once he's beaten, a door at the top of the platform opens, allowing Dirk to retrieve the Dragon's Flame.

The Dragon's Flame charges Dirk's sword with flames, giving him a source of light and a stronger weapon. Remember, though, that every second you use the Dragon's Flame drains Dirk's mana bar.

Your reward for defeating the Master Smithee: the Dragon's Flame.

The Dark Caverns: Part Two

After Dirk claims the Dragon's Flame, he is transported back into the main room of the Dark Caverns. A short cutscene reveals his next destination: a very dark cavern. Equip the Dragon's Flame and unsheath your sword before entering this cavern.



Using the flaming sword as a torch, make your way through the dark cavern, defeating Spider Warriors and lighting torches along the way. The first door you reach is the entrance to the next level, the Lair of Thorns.

Lair of Thorns

This section introduces the biological terrors known as Thorn Beasts. Impervious to all but fire, these hefty monsters appear suddenly from cracks in the floor. Thorn Beasts also can whip their root-shaped bodies around in a brutal attack with seemingly unlimited reach. Keep your Fire Arrows supply up and your Crossbow at hand as you adventure through the Lair of Thorns.

Monsters

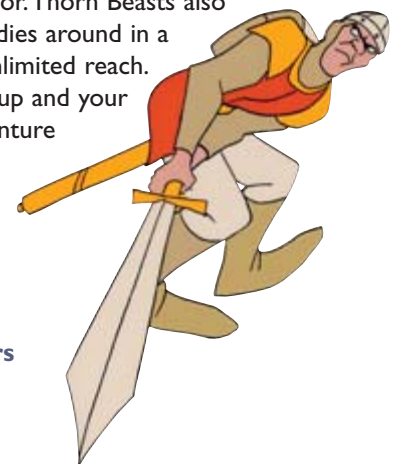
Fire Drakes

Fire Giddy Goons

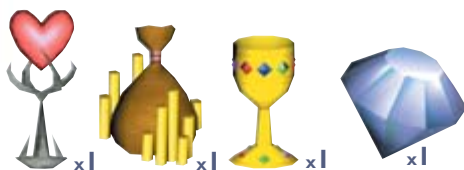
Fire Giddy Goon Warriors

Skeletal Hand

Thorn Beast



Treasures



Map of the Lair of Thorns



Your first challenge is easy—if you have a full mana bar. Equip the Dragon's Wing and fly over and around some thorny rollers blocking your path. Check your mana bar first to make sure you have

enough to fly over to the first platform. It's easy to run out of mana when you're using the Dragon's Flame—and even easier, in the rush, not to notice you're running low.

The key to making it across is to fly over the low spiked rollers and very carefully around the higher ones. The last group is tight. If you aren't sure you're going to make it around one of the rollers, rotate the camera so you can view yourself from all angles.



At the end of the spiked rollers, you meet your first Thorn Beast. Charge your sword with Magic Flame from a forge to burn the beast to a crisp.

The next sequence of rooms is called the Key Maze. The goal here is explore each set of rooms and find the key needed to open the next set of rooms. Along the way, you have to defend yourself against Fire Drakes, Fire Giddy Goons and Thorn Beasts, and deal with a variety of other obstacles to your progress.



Part 3: The Deep, Dark Caverns



The first set of rooms is straightforward. Follow the corridors past Fire Drakes and Fire Giddy Goons to a room filled with thorny brambles and moving conveyer belts. Eliminate the four Fire Drakes in the room, then pick up the Gold Key from the alcove at the back of the chamber.



When you leave the conveyor belt room, you discover to your dismay that the monsters guarding the hallways have returned.



Backtrack to the start of the Key Maze and the first locked room. Use the Gold Key to open the door and enter the second set of rooms. This section of the maze is full of traps, so if something looks out of place, don't touch it.



After you unlock the door (and get over the surprise that awaited you), head down the hall and to the left. Don't be tempted by the lever and vents at the end of the alcove to the right of the door. It's a trap.



To the left of the short corridor with Rolling Balls, you find the second Gold Key. Unfortunately, the door the key unlocks is on the other side of the Rolling Balls. Make your way carefully past the Rolling Balls and head left to get to that door and the next section.



Secret Area Alert



The Key Maze has walls marked with target-like circular patterns—like an Aztec version of a bull's-eye. That should be a clue for you. If you shoot the bull's-eye of the wall near the mini-Rolling Balls corridor, it opens a secret room with a Heart Container.

The third section of the Key Maze starts with a dead end. However, if you look closely you'll find an eye marked on one of the walls. Equip the Dragon's Eye and unveil the hidden entrance to a door puzzle.

A key lies behind each of five doors. There are three Blue Keys (the fourth is in the middle of the chamber), a Green Key, and the third Gold Key. If you are trying to get all of the treasure hidden in the game, try to open all five doors. Careful, though. Monsters also lurk behind these locked doors.



The fourth and final section has you racing through hallways to reach the exit before it closes. To make things more interesting, you have to dodge lots of obstacles along the way.

Once you enter this dimly lit section, head to the left and turn right at the Thorn Beast, dodging the Skeletal Hand that reaches out from a hole in the wall to your left. Follow the hallway into a warmly lit area, defending yourself against a Fire Giddy Goon, then head around the corner and into a hallway marked with a bull's-eye design.



Walk past the bull's-eye into the dark alcove, where you find a barred window between yourself and the exit. Pulling the lever next to the window opens a gate into the exit

room and starts a timer. You have 35 seconds to run around to the exit before the gate shuts. The timing is tight, but the feat is possible.

Run back to the bull's-eye and turn left down the last remaining corridor. A Thorn Beast tries to block your path around the next corner. Avoid it by hugging the walls. Swerve to the left and enter a room with moving platforms and spiked rollers suspended over a pit. Either take the conventional route, or equip the Dragon's Wing and fly over the crevasse to the other side.



Part 3: The Deep, Dark Caverns



Hang a right around the corner (mind the Thorn Beast that tries to block you), and duck and roll under the edge of the gate. Do in the Fire Giddy Goons defending the exit and head into the Pits and Perils section.

The Treasure Hunt

Three pieces of treasure lurk in the dark corners of this section. As you look for the Gold Key, keep your eyes open for these items.



The bag of Gold is in a corner on the far side of the Rolling Balls corridor.



The Diamond is locked behind one of the doors in the door puzzle room. You need the Green Key to access it.



The Goblet is on the ground in the dark alcove past the Thorn Beast, near the entrance to the fourth section of the Key Maze.

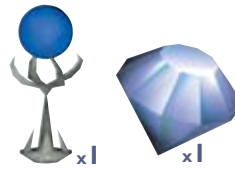
Pits and Perils

This section consists of a series of hallways and challenges similar to the Gauntlet level in the Armory. You need all the Dragon essences to get through these halls unscathed. At the end lies the entrance to the chamber of the Grim Reaper, the Boss of the Lair of Thorns.

Monsters

- Bats
- Fire Drakes
- Fire Giddy Goons
- Fire Giddy Goon Warriors
- Skeletal Hand
- Thorn Beast

Treasures



Grab the Health Potion from the bench and head into the first of five rooms. Defeat the Thorn Beast, and then equip the Dragon's Wing to float over the gap in the floor. On the other side, you face a Skeletal Hand hidden in a hole in the wall. Defeat or dodge it before floating across the second gap to the room's exit.



The next chamber features more pits to fly over—but these pits are guarded by Bats and Fire Giddy Goons and Giddy Goon Warriors. Crush the monsters before attempting to cross the pits. At the end, you find a room guarded by two Fire Giddy Goons and two Fire Drakes hidden behind a false wall.



things more interesting, the walls start to close in on Dirk when he enters.

The goal is to destroy or dodge the barrels and make it to the end before the walls completely close in or Dirk is blown up by one of the explosive barrels. Equip the Fire Arrows to protect Dirk against blasting barrels.



The fourth room, the Rope Foyer, is guarded by both Fire Giddy Goons and Fire Drakes. Defeat them all to open the doors to the final hallway, the Swinging Ropes.



Secret Area Alert



Once you've defeated the monsters guarding the Rope Foyer, look for an eye symbol on the wall. It denotes a secret area. The Dragon's Eye reveals a secret doorway leading to a Mana Container.

You must use this hallway's burning ropes to swing across to the other side of a bottomless pit. If you've played the original *Dragon's Lair*, this room will look familiar. If you have trouble making it across the pit using the ropes, fly across.



The Treasure Hunt

Only one piece of treasure waits in the Pits and Perils section, and it is well hidden.



When you enter the first room, look up and examine the rafters. Better yet, climb on the bookcase.



You can fly to the Diamond on the other rafter, but only if you manage to jump off of the one above the bookcase.

The Grim Reaper

The Grim Reaper is another favorite Boss from the original *Dragon's Lair*. The 3D version of this battle is much longer and harder—you may wish for the golden age of 2D games.



Map for the Grim Reaper

Monsters

Grim Reaper

Thorn Beast

Treasures

None

This battle starts out deceptively easily. All you have to do is run back and forth across a narrow bridge, dodging a couple of whirling batons and a razor-sharp scythe, to get an easy sword attack against the Boss. But each attack you successfully land creates more obstacles and challenges to overcome as you cross the room from one side to the other.

By the time you get to the fifth and final hit, the Grim Reaper's chamber is filled with whirling batons and Thorn Beasts—and the bridge has developed a lot of holes.

Here's the basic sequence of events.



The Grim Reaper appears across the room from Dirk.

Dirk runs across the bridge, dodging obstacles in his path.



When Dirk is two-thirds to three-quarters of the way across the bridge, the Grim Reaper hurls his scythe. If it glows purple, duck or roll under it. If it glows yellow, jump over it.

Once the Grim Reaper throws his scythe, Dirk has a limited amount of time to reach him and slash him with his sword before the Grim Reaper disappears.



You have to repeat this pattern four more times to defeat the Grim Reaper. Each time, your path becomes increasingly more cluttered with whirling batons, gaps in the bridge, and areas where Thorn Beasts pop out of the ground.



At first, the changes to the path are simple and easy to navigate.



By the fourth and fifth passes, navigation is much more challenging as you make your way over gaps and batons and around Thorn Beasts.

Patience is the best strategy for this battle. The difficulty level builds gradually, giving you time to adjust your strategy, and the appearance of Thorn Beasts at each end of the bridge gives you an opportunity to rebuild your health and mana bars, not to mention your supply of Fire Arrows.



Spend some time after each round replenishing your health bar with Health Orbs dropped by defeated Thorn Beasts.



TIP

- Learn Thorn Beast spawning locations so you can plan to evade them. This is especially important in the later passes when they appear on either side of the original whirling batons at the midpoint of the bridge.
- Don't underestimate the range of the whirling batons. The shadows that they cast on the floor are deceptive.
- Do not run with any weapons in your hand. If you fall, you can't grab the edge of the bridge if your hands are full.

When you defeat the Grim Reaper, you add the Magic Arrow to your arsenal. Don't believe the rumors about this item. It is crucial for the final battle against Mordroc.



Dark Caverns: Part Three

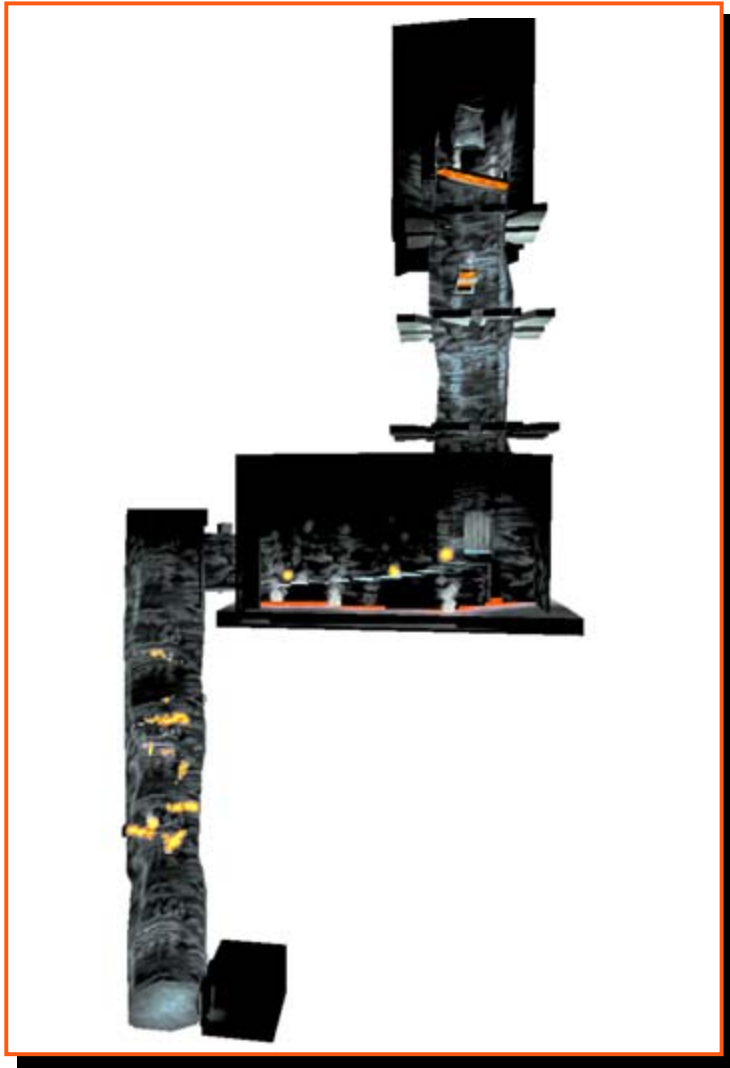
The door to the Final Gauntlet level lies in the darkness past the entrance to the Lair of Thorns. Head back into the room, now partly lit, and follow the path as far as the light allows.



In the distance, you see the smoldering embers of a torch. Use your Fire Arrows to light the torch so you can see what you need to do next.

Cavernous Descent

The Final Gauntlet area offers four tough challenges guaranteed to test your knowledge and courage. You need all the essences you've gathered to make it through to the end and the battle with Mordroc. Good luck!



Map for the Cavernous Descent

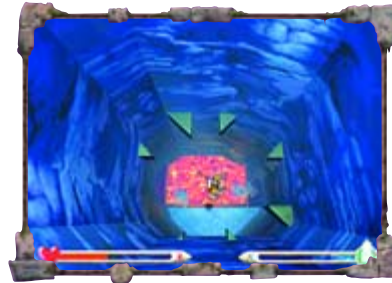
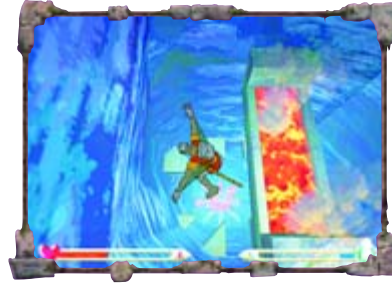
Monsters

Lightning Drakes

Treasures

None

The Cavernous Descent comprises two treacherous pits connected by two Lightning Drake lairs. To make it through this section, think fast and act faster.



The first descent is down a pit adorned with tubs of molten lava and crushing steel teeth. Your biggest challenge is not navigating around the tubs of lava, but figuring out how much space you have between your body and those metal teeth. If Dirk touches those metal plates, he's done for.

At the bottom of the first pit, draw your weapons quickly to take out the dangerous Lightning Drakes that live there.



The next room challenges your reflexes. Equip the Dragon's Scale and step onto the descending stairway. Dodge the fireballs and get to the door that leads to the next pit. If you get stuck near the end, duck and roll.

The next pit is more dastardly than the first. You must float down between streams of shooting lava. The pipes become more numerous and the challenge more difficult as you go down the pit. Look for openings created when the pipes shut down momentarily. The hot smoke does not affect Dirk, and the lull is his best opportunity to progress to the room below.



As soon as you land, equip the Dragon's Scale. It gets really hot at these depths, and the pools of lava at your feet don't help. Defeat the Lightning Drakes, refill your health and mana bars, then head through the exit to the Metal Madness room.



Metal Madness

The Metal Madness room is filled with a variety of moving, floating, and stationary platforms and walkways. To reach the exit on the third level in the northwest corner, Dirk has to figure out which combination of platforms and walkways to use. Here's a step-by-step walkthrough.



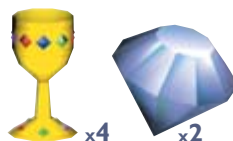
Map for Metal Madness

Monsters

Gargoyles

Lightning Drakes

Treasures



x4

x2

Hop on the first of many moving platforms. This one is a safe choice: It's the only one that stops at the entrance.



Part 3: The Deep, Dark Caverns



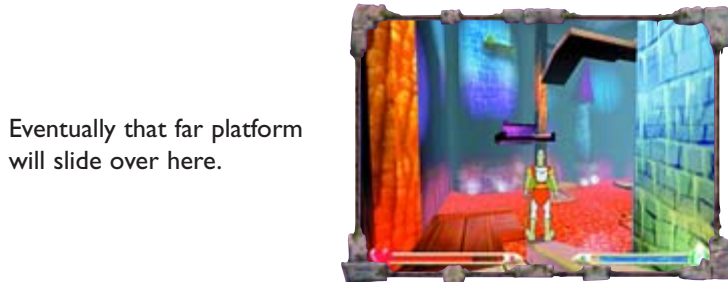
When the three platforms meet, take the one on the left to the west side of the room.



When the platform you're on meets up with the next one in line, two Lightning Drakes appear. Defeat them before continuing on to the next platform.



Ride this platform to the topmost of the two corner-shaped platforms in the southwest corner. They are stacked one atop another, so it's easy to get on the wrong one.



Eventually that far platform will slide over here.



To reach the next moving platform, use the chain or simply float over when the platform is at its lowest point.



Hop onto the floating walkway. Dodge the fireballs bouncing down the path by walking carefully along the rim.



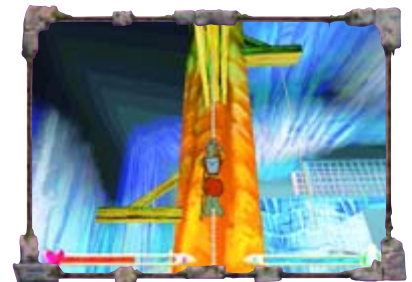
Now float over to the stationary wooden walkway.



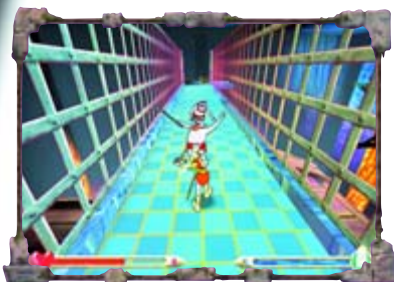
Jump over, dodge around, or simply fly past the spiked pucks on the floor. Watch out for the fireballs, too.



Climb up and around the column, using the chains provided for this purpose.

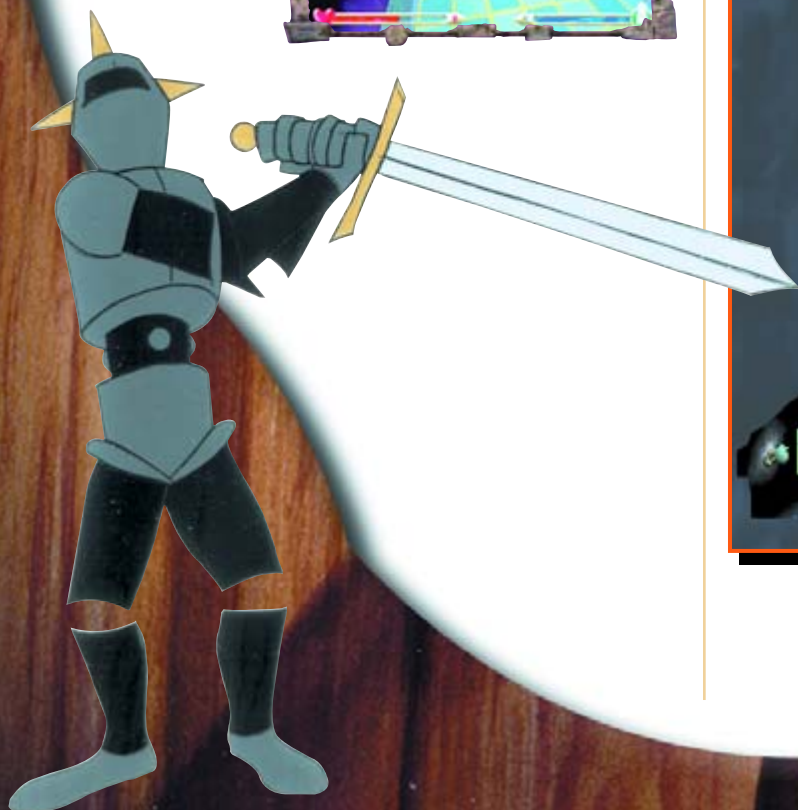


Fly from the final rope to the top of the bridged column.



As you cross the bridge, groups of Gargoyle troops appear and attack.

When they're mopped up, all that's left is to fly to the exit.



The Treasure Hunt

The Metal Madness room holds two treasures, a Diamond and a Goblet. The Goblet is easy to spot if you're paying attention, but the Diamond is tricky.



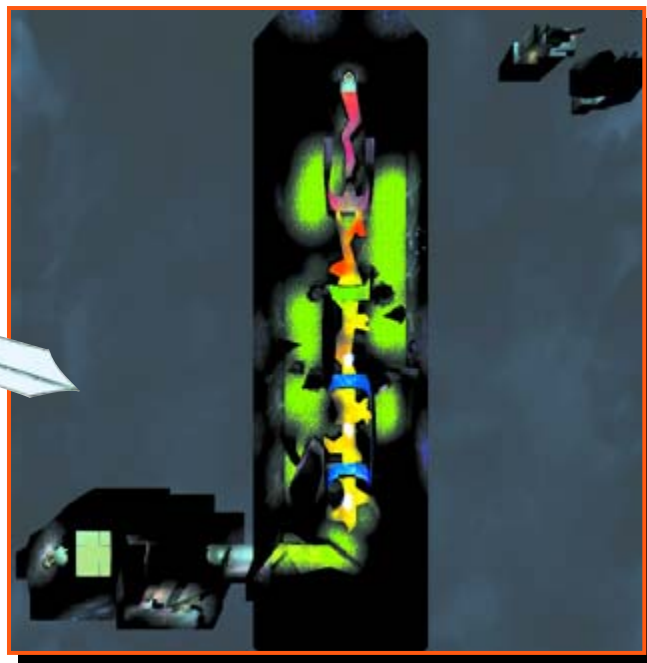
Either float over to this ledge or ride one of the platforms.



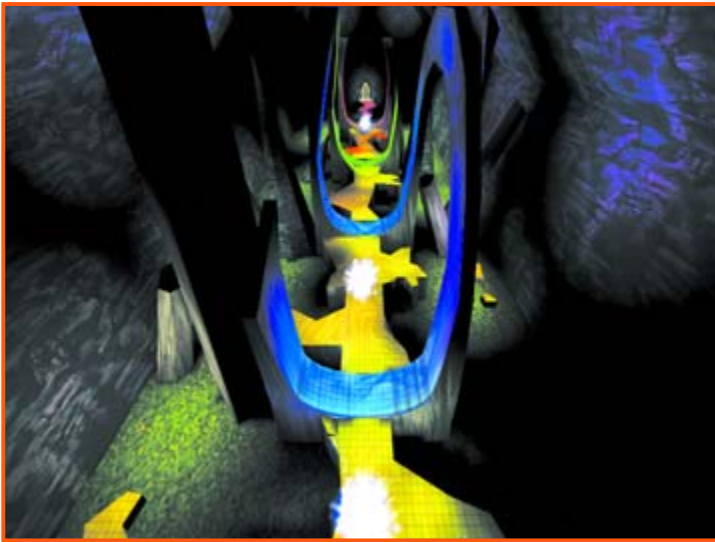
The Diamond rests on top of one of the rope rafters near the exit. You can fly there from the exit and snag it.

Checkerboards

The Checkerboards section consists of three rooms, each divided into two parts. You must react quickly while traversing three different types of checkerboard platforms. And you thought the first two sections of this level were challenging...



Part 3: The Deep, Dark Caverns



Maps for Checkerboards: Part One



Maps for Checkerboards: Part Two

Monsters

Drakes

Giddy Goon Warriors

Lightning Drakes

Treasures



The first room in the Checkerboards section looks tame. A square checkerboard floats serenely in a cavernous room. When you cross the board, however, Lightning Drakes appear and parts of the checkerboard float away.

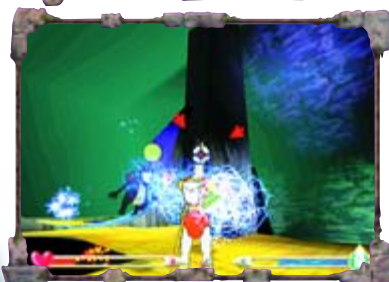


Don't panic. Move to the center of the board and pull out your trusty Crossbow and Fire Arrows. As you shoot down Lightning Drakes, the surrounding pieces of the checkerboard pull away to form a bridge in the other half of the room.

When only four pieces of the board remain, start shifting from safe spot to safe spot until the next-to-the-last piece pulls away. Then jump up and fly to the newly formed bridge.

The second room is a more complicated

version of the Rolling Ball corridors you've encountered earlier. This time, you must make your way across a checkerboard platform, across giant half-pipes with large balls rolling from side to side and infested with Drakes, Lightning Drakes, and balls of electricity.



This room is not easy to cross, and the Rolling Balls are the least of your worries. Two types of Drakes appear and reappear with alarming speed. It's tough to keep the area clear of them. Also, balls of electricity travel down the center of the platform at various intervals, throwing off your timing.



When you get to the final half-pipe, the electric ball generator shuts down, letting you dash for the exit in relative safety.

The final section of the Checkerboards area is the Disappearing Floor room. This expanse has a large checkerboard floor, parts of which phase in and out of existence at regular intervals. Your task: Cross this floor while under siege by monsters.



The best way is slowly and carefully. Run or float from stationary section to section, watching out for monsters appearing around each. Don't hesitate to take the longest path, and refill your health and mana bars from the scattered Health Orbs.

Part 3: The Deep, Dark Caverns



When you get to the end of the checkerboard floor, fly to the exit.

The Treasure Hunt

The final three pieces of treasure are hard to find. A strong adventurous spirit is needed to even search for them.



The first, a Diamond, is on one of the beams along the right side of the first checkerboard room. Float to the newly formed bridge, then climb the ledges along the right-hand side as high as you can. You should be able to see and reach the Diamond on a rafter.



The final two Crowns are found in the Disappearing Floor room. Check out the floating rock structures flanking the room's entrance. On the back of each one is a single shining Crown.

Portal Room

The Portal Room is the last chamber between you and the Wizard's Arena, where you take on Mordroc. The challenge is to stay alive long enough to complete the Mana Cell task. Some of the game's toughest monsters intend to see that you fail.

Monsters

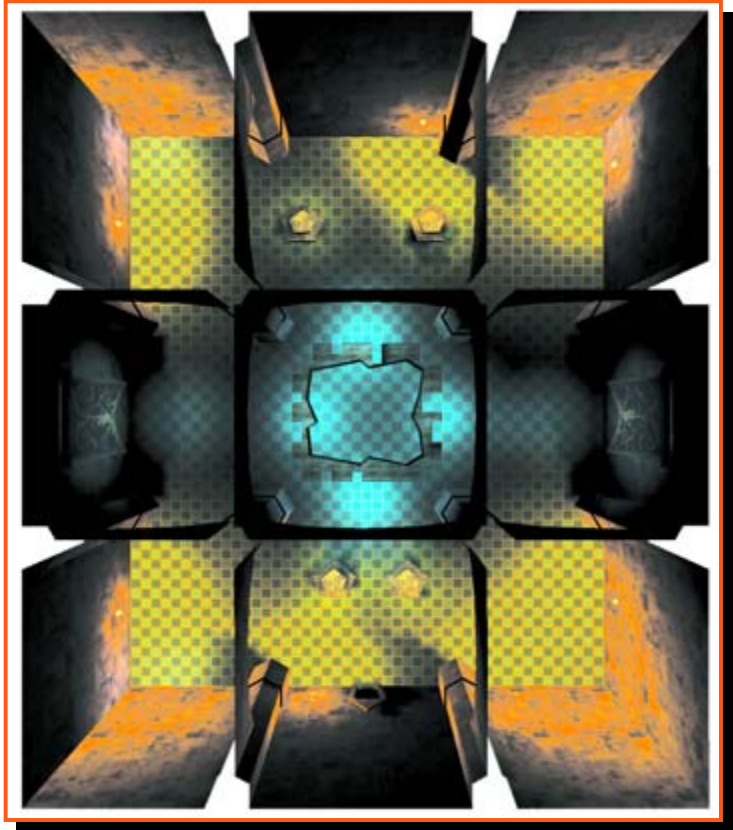
Gold Knights

Lightning Drakes

Smithee Statues

Treasures

None



Map for the Portal Room

When you enter the Portal Room, be prepared to fight. You have two waves of enemies to defeat before you can complete the task necessary to summon the portal to Mordroc's inner lair. The first wave comes at you in two pairs of Gold Suits of Armor followed by a quartet of Smithee Statues.



The first pair of Gold Suits of Armor attacks as soon as you enter the room.

When they're defeated, move toward the back of the room. This triggers the attack of another pair of Gold Suits of Armor.





Barely giving you a chance to catch your breath, four

Smithee Statues appear from the four corners of the room. Equip the Dragon's Flame, and take them out in a few quick sword strokes.

The next wave of enemies materializes from thin air after you lug one of two Mana Cells from one side of the room to an empty cradle on the other side. This wave consists of two groups of four Lightning Drakes. Draw your Crossbow and see how quickly you can shoot these monsters down with Fire Arrows.



When you place the first Mana Cell in the empty cradle on the other side of the room, Lightning Drakes appear out of nowhere. Don't let them gang up on you.

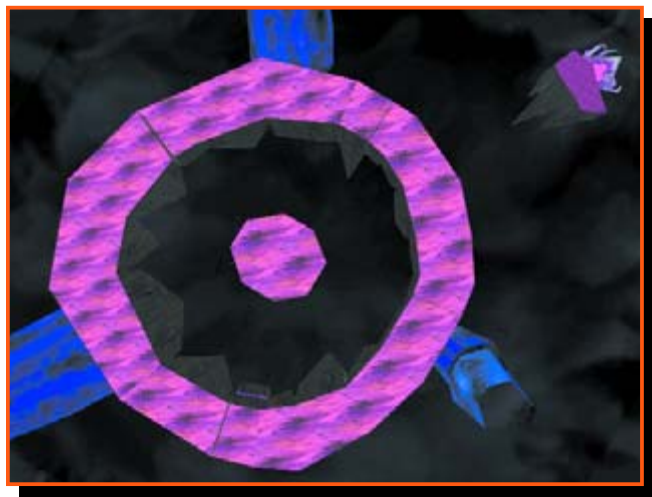
When you've defeated all of the Lightning Drakes, grab the other Mana Cell and install it in the remaining cradle on the other side of the room. The floor in the middle of the Portal Room crumbles away, revealing the Portal to Mordroc's secret lair.



The Portal revealed!

Evil Wizard's Arena

Finally, the moment you've been waiting for is here. Dirk takes on the evil wizard, Mordroc, to free the Princess Daphne and live happily ever after. Winning this battle takes all your skill and knowledge. Are you ready?



Monsters

Evil Black Dragon
Lightning Drakes
Mordroc



Treasures

None

As the battle begins, Dirk is at a bit of a disadvantage. The crumbling of the bridge between the inner circle and the outer ring of the arena has left him with no way to confront Mordroc. Worse, the magical shield Mordroc has clothed himself in repels all Dirk's usual weapons. It's time to draw out that Magic Arrow you've been saving and see what it can do.

The Magic Arrow is the only weapon that stands a chance against Mordroc's magical shield.



Part 3: The Deep, Dark Caverns



Bullseye!

The battle with Mordroc is fraught with difficulty. You can hold only a single Magic Arrow at a time, and the only way to replace it is to kill one of the Lightning Drakes Mordroc summons to hassle you. While you are doing this,

Mordroc continues to assault you with laser beams and thunderballs, trying to divide your attention.

As Dirk tries to shoot down a Lightning Drake, another danger approaches.



It is easy to become surrounded by Lightning Drakes.

Put the acquisition of Magic Arrows above everything else. As soon as you hit Mordroc with one, kill the nearest Lightning Drake for another. But don't spend all your time killing Lightning Drakes and dodging Mordroc's other attacks rather than attacking Mordroc.

It takes five Magic Arrow hits to defeat Mordroc—and that's only half the battle. Mordroc still has enough strength to transform himself into the Evil Black Dragon.

The Black Dragon is to Singe what the Lightning Drakes are to Fire Drakes: a larger, more powerful version that just happens to spit lightning. The Evil Black Dragon has two main attacks: a lightning-based breath attack and a lightning ball attack.

Dodge the lightning breath attack. Your newly improved sword allows you to absorb and reflect the lightning ball.



Use the auto-targeting function to track the Black Dragon's progress around the arena.

When he finally stops, brace for his attack. If he sparks around the mouth, he's going to blast you with his lightning breath. If he doesn't spark, get ready to absorb a lightning ball.



Reflecting the lightning bolt back at the Black Dragon stuns him long enough for you to run up and attack him with your sword.

Remember, a froth of sparks around his mouth means that the Black Dragon is gearing up for a lightning breath attack. Run, Dirk, run!

The nice thing about this battle is that the Evil Dragon seems to alternate between his two attacks, making this battle much shorter than the one with Singe. After five hits, the Evil Dragon goes down for the count, and Dirk can finish rescuing his lady love.



The Monsters of Dragon's Lair 3D

Because of their goofiness and charm, the monsters in *Dragon's Lair* have always had equal billing with the heroes. Fans will find all their favorite enemies: annoying Ding Bats, knife-wielding Giddy Goons, the scepter-thumping Lizard King, and Singe, the fire-breathing dragon. You also encounter lots of new troops guarding the castle's hallways and chambers.

This section deals specifically with the monsters that Dirk encounters as he wanders through Mordroc's castle in search of the Princess Daphne. It doesn't cover the Boss monsters Dirk must defeat to further his quest. Look for those Bosses, in detail, in the walkthrough.

Bats

Health: 1 HP

Attack: Bite (1 HP damage)

The Bats in Mordroc's castle come in two flavors: passive and aggressive. Some Bats try to attack you; most don't. Luckily, a Bat bite doesn't cause that much damage. They're easy to defeat with a sword or an arrow.



Chattering Skulls

Health: 1 HP

Attack: Bite (1 HP damage)

These flying skulls tend to attack in force and are hard to dodge and defend against. Use the auto-targeting system to fight these foes. Auto-targeting these monsters automatically puts Dirk in position to either defend or attack. The Whirlwind attack takes out groups of them.



Cyclops Worms

Health: 3 HP

Attack: Poke (1 HP damage)

Watch out for Cyclops Worms when you venture near bodies of water around the castle grounds. These nightmarish creatures are easily identified by eyes that perch upon the top of their tentacles. Cyclops Worms lash their victims with their long tentacles. When hit, the Worms wisely retreat underwater and wait for a better opportunity to attack.



Lava Cyclops Worms

Health: 1 HP

Attack: Poke (3 HP damage)

Lava Cyclops Worms are identical to the regular blue-colored Cyclops Worms except for their habitat. As their name implies, they dwell in the pools of molten water found in the game's later levels.



Crypt Creeps

Health: 3 HP

Attack: Claw attack
(2 HP damage)

Watch out when you open a closed coffin, lest one of these nasty ghosts springs out. Crypt Creeps are the angered spirits of the dead. They attack with sharp claws. They are aggressive when their eternal sleep is disturbed, but that has the fortunate effect of keeping them within easy reach of your sword.



Drakes

Health: 4 HP

Attack: Poisonous Breath Attack
(4 HP damage)

Next to Giddy Goons, Drakes are the most common monsters. They are the small, nimble dragons floating around the castles. They fly, so you may find it easier to attack Drakes with your Crossbow. In a pinch, a sword works fine. Drakes attack with poisonous breath. The exhalation is easily dodged because the Drake has to stop moving for a moment to prepare for attack.



Fire Drakes

Health: 6 HP

Attack: Bite (6 HP damage)

Fire Drakes appear in warmer areas of the castle. They don't breathe on Dirk; these aggressive beasts prefer to head-butt and bite. Don't run into one of these monsters as they swoop down on you.



Lightning Drakes

Health: 9 HP

Attack: Lightning Breath Attack (8 HP damage)

Like regular Drakes, Lightning Drakes rely on a breath attack to harm their enemies. Their breath attack packs a shocking wallop. Beware!



Flying Books

Health: 1 HP

Attack: Bite (2 HP damage)

Flying Books are among the many enchanted items in Mordroc's castle. Found in libraries and tucked away in bookshelves, they spring to attack when you come within their attack range.



Other Enchanted Items

You're likely to run into a couple of other enchanted items in your adventure. This table lists the most common.

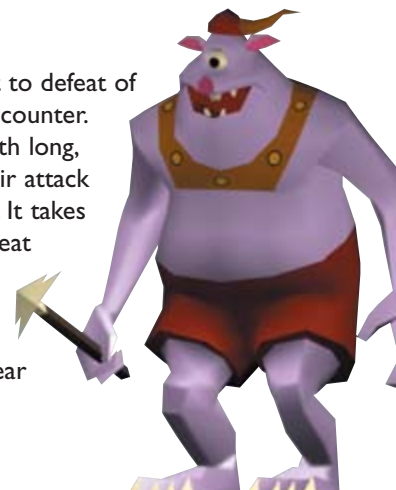
Item	HP	Attack Damage
Anvil	1	2
Chair	1	1
Spear	1	3
Sword	1	3
Table	2	2

Gargoyles (One-Eyed Pigs)

Health: 7 HP

Attack: Spear (5 HP damage)

Gargoyles may be the most difficult to defeat of the common ground troops you encounter. These little piggies are equipped with long, sharp spears that increase both their attack range and their defense capabilities. It takes several hits with your sword to defeat them, so approach with caution. Use your crossbow to defeat them from afar, or guard yourself carefully with your sword. Their spear attacks can pack a wallop.

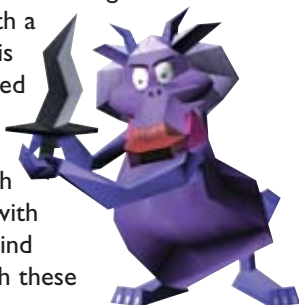


Giddy Goons

Health: 3 HP

Attack: Knife attack (2 HP damage)

Cross an ape with a rat and a kangaroo, and you might end up with a Giddy Goon look-alike. This happy-go-lucky beast is armed with a knife and an unflagging spirit. Defeating them is easy. Stun a Goon with a sword slash, then follow up with two more hits. Use the Whirlwind attack if you're surrounded with these purple foes.



Giddy Goon Warriors

Health: 3 HP

Attack: Crossbow Attack (2 HP damage)

Giddy Goon Warriors are nothing but Giddy Goons with a crossbow. Look for them where there are lots of exposed platforms, ropes, and chains.



Fire Giddy Goons

Health: 6 HP

Attack: Knife Attack (4 HP damage)

Fire Giddy Goons are Giddy Goons, only more advanced. You find these troops in the warmer areas of the castle later in the game.



Fire Giddy Goon Warriors

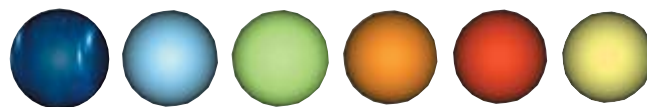
Health: 4 HP

Attack: Crossbow Attack (4 HP damage)

Picture if you will a Fire Giddy Goon equipped with a crossbow. That's what Fire Giddy Goon Warriors are all about. These monsters are stronger versions of the Giddy Goon Warriors.



Rolling Balls



Health: 1 HP

Attack: Touch (4 HP damage)

The hallways of Mordroc's castle aren't guarded by hordes of rolling balls. Rolling balls are found in only three specific areas. They crumble on impact with anything hard—such as a body. But at 4 HP a hit, it's better to avoid them.

Skeletal Hands



Health: 1 HP

Attack: Grasp Attack (drains Dirk of HP)

Skeletal Hands lie in wait inside dark doorways or down holes. They attack by grabbing and squeezing their victim. Once caught, you can only writhe until you break the Hand's grip and, thus, its bones.

Smithees Statues

Health: 12 HP (special conditions)

Attack: Mace (8 HP damage)

Smithee Statues are special monsters, similar to Suits of Armors in that they come to life under certain conditions. Usually, you have to walk by one to activate it, or set your sword on fire in a nearby forge. Once they're alive, your bare sword only stuns them. To defeat them, you must hit them with a flaming sword, courtesy of the Dragon's Flame essence or a nearby forge fire. Two hits usually defeat these monsters.



Spiders

Health: 2 HP

Attack: Draining Bite (2 HP/second damage while attached to Dirk's head)

Your first introduction to Spiders undoubtedly occurs when you find one attached to Dirk's face. These purple arachnids live on webs in certain areas of the castle. They are quick to attack, often before you see them. If attacked, don't panic! Shake the Spiders off with Dirk's sword, and hack them to pieces.



Spider Warriors

Health: 3 HP

Attack: (3 HP damage)

Spider Warriors are much larger, ground-loving versions of the small Spiders—and easier to spot and target, too.



Suits of Armor

Bronze Suits of Armor

Health: 2 HP (Sword); 3 HP (Mace); 4 HP (Axe)

Attack: Sword (3 HP damage);
Mace (3 HP damage); Axe (4 HP damage)



Silver Suits of Armor

Health: 4 HP (Sword); 5 HP (Mace); 6 HP (Axe)

Attack: Sword (3 HP damage);
Mace (5 HP damage); Axe (5 HP damage)



Gold Suits of Armor

Health: 10 HP (Sword); 12 HP (Mace); 14 HP (Axe)

Attack: Sword (5 HP damage);
Mace (5 HP damage); Axe (5 HP damage)



This animated armor comes to life only after you've hit a trigger in the room. Some are activated by a Mana Cell; others come to life after you've completed a task, or merely when you get too close. Whatever the trigger, the Suits only *look* intimidating. If you can get under their guard and avoid their weapons, they're easy to defeat.

Thorn Beasts

Health: 1 HP (special conditions)

Attack: Whip (drains HP)

Thorn Beasts are the plant version of the Cyclops Worms. These prickly monsters spring up and bat you with their thorny stalks. The only way to kill them is with fire—a Fire Arrow or a Flaming Sword (courtesy of the Dragon's Flame). Set the Thorn Beasts afire and they dissolve to ashes. Unfortunately, one Thorn Beast's demise does not keep others from growing in the same spot.



